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JUNE 1992 NO. 6
PUBLISHED BY IMPACT MAGAZINE

INSIDE: ALL THE LATEST NEWS AND REVIEWS FOR AMIGA GAMERS

amiga FORCE

W W

■ ISSUE 6

■ JUNE 1993

READ ALL ABOUT IT

We tell you what's going down in the Amiga world — and what's going up in the SLAP/Penguin Top 100

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SAVE REVIEW

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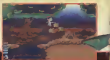
At last, what owners of Commodore's 32-bit dream machine have been waiting for: a complete guide to the A1200-compatibility of over 500 games.

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Creating 90s reading

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ABC

PS SECTION 62

Leap about with our super-duper Superfrog magazine. Learn how to be a true hero in Arabian Nights, and don't get in your helicopter before reading our special briefing on Desert Strike.



NEWS
READ
ALL ABOUT IT!

It is with a heavy heart and heavy throat that I bring you this issue's words of wisdom. And to happen sometimes, I ~~know~~ but knowing is never easy. Yes, I'm afraid the time has come to bid you a fond farewell and head for pastures, if not greener, then certainly faster to local Day, I know I'll be denounced as a traitor to the keyboard cause, but the Sega market beckons and I am but a weak and humble servant to our hawk managers...

It's not all doom and gloom, however, as Phil is handling the reins of this esteemed organ over to the more than capable Phil King. He of the phenomenal football talents and hangar-on-aloud leech has been appointed Editor, and will be looking after things from next issue on. A computer journalist for the past five years, and an Arjiss writer for almost as long, what Phil doesn't know about Arjiss software isn't worth listing! Seriously, I have every confidence in Phil, and I'm sure you'll like me to give him a hearty "congratulations" on your behalf — well, you ought to, you him him!

Well, it's been hard work but rewarding in the extreme. Thanks to all those who've written to me (yes, I DID read all your letters), and long may your function keys continue to arm, function!

See You!

Steve Schickel
Managing Editor

THE TWILIGHT ZONE

Hot on the heels of *Twain*, Markes' *Piccolo* Islands Campaign and the forthcoming war in The Gulf, *Piccolo* 2000 brings a latest block of some 100 titles.

A hard-driving, independent, wingman-touted or blunt talker's table-top outing, you control a team of soldiers based in Krakow, Poland. Build up your forces (and) challenge the supremacy of the East German Groms, and the Black Legion.

Tenlight 2008 is a game of two halves. An informative 3-D section where individual soldiers fight around the Polish countryside and a dynamic 3-D tank simulation featuring eight different vehicles ranging from a Hurv-

According to Eriksen, that is their most important focus with its work with the major displays of roads and buildings and separate groundwater issues on water vehicles. An A-2000-specific version is also planned.

WHOOOPS!

Last month's **AMIGA POWER** contained a little bit of inside info regarding Amiga XL games. **F19 Stealth Fighter** costs £14.99, and **1917 Tank Platoon** £14.99, not £12.99 as reported last month. Oh well — no-one's perfect (though we're a lot closer than most).

COMMODORE IN BOARDROOM FURORE

The General Manager of Commodore UK, Kelly Surtees, has resigned from the company after holding the key Commodore position for the past 10 months.

The partying was entirely amicable, and in an exclusive interview with **AMIGA PONCE**, the postal boss, told of his plans for the future.

I'll be joining a company called Game Tech, he informed us, who are a huge US-based software house with, incidentally, over \$70 million

They're heavily into Nintendo and Sega game development, with additional interests in Apple Mac and PC software. As they're an American company, there are no plans to

UNCLEAR USER

The prospect of 16-bit stereo sampling on the Amiga will excite many bedroom musicians. Microsoft's Clarity 16 sampler is the first to offer such a capability. The smart-looking device plugs into your Amiga's serial and parallel ports via two ribbon connections. And before you ask "but where will I plug my MIDI interface?", the Clarity incorporates MIDI in and Out ports, so we'll see stereo inputs and outputs (all 40-pin sockets).

As this is the first Amiga stored 18-bit samples, none of the currently available sample sequencers (Music X, Strongtrack, Composed, etc.) can use its stereo samples or resolution, as they use the Clari's A/D. The format samples can be saved as 16-bit, but not as high as them to standard 18-bit.

renewable, rugged, and touring-friendly equipment. Any feature items and 10-12 options, but at the moment the client must only go to our software. This features the now-standard windows displays, easy editing, looping and plenty of special effects such as: focus, color, saturation and more.

AMOS-T WELCOME DISCOUNT

Eutecsys Software has reduced the price of their popular programming package, **AMCOS Professional** by almost 50%. Now \$99.95 vs. \$199.99.

AMACOR has long been considered one of the most versatile programming tools around. PD libraries are full of first-class releases created using the language, and when used in conjunction with AMACOR Compiler they run almost as fast as machine code.

Europe's have also released an update disk, making AddOn Professional compatible with the A1000 and A4000 machines.

This glass is Publix-Exclusive and can be obtained from most PB locations.

develop for the Amiga, he lamented, although one of my first duties in my new job will be setting up their UK office, so the Amiga situation may well change," he added tactfully.

Meanwhile, Commissioners have appointed two replacements from within the organization who will act as joint general managers. Understand to us as well, the only thing that stands to be seen is whether the new dynamic duo will manage to cut us fully on the revolving fiscal belt. Seriously though, we wish Kelly All the best in his new role. If Carme Tech can spare you for a few weeks over the summer months, we'll see ya down Brunswick at The Procy Rasol!

TOP 100 CHARTS



Body Blows climbs into the No.1 position this month's Top 100 chart, and Years 17 are also riding high with Alien Breed '92 and Superfrog both in the top ten!

1 BODY BLOWS

■ Years 15 ■ £24.95



2 THE CHAOS ENGINE

■ Teenage ■ £24.95



3 ALIEN BREED

WARRIOR BROTHER '92 ■ Years 15 ■ £24.95



4 LEMMINGS 2

■ Teenage ■ £24.95



5 B17 FLYING FORTRESS

■ Teenage ■ £24.95



6	Golden Wonder	£24.95
7	Golden Wonder	£24.95
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- Full match commentary
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- Database which can be updated with additional information or future club data
- Load/save game feature



amiga
POWER
LEVEL

DESERT STRIKE

■ Below opens the map screen shows the locations of all targets and collectibles, and also acts as a pause function.



■ At 1st night, Desert Strike took the anti-air gun to shoot air-up. However, though it has to be done of blasting and mashing, it is by no means mindless. For most it indeed the tactical aspect of using the map to plan attacks on targets — and fuel and ammo when needed — is the game's greatest strength. The only way to succeed is to carefully pick off anti-aircraft guns and missile launchers one at a time — go straight in with pure blazing and you're no chance. Unlike most games of a strategic bent, however, Desert Strike is extremely easy to get into, with its simple intuitive chopper controls and user-friendly map. Play a card and you should soon complete the test, introductory mission — the others are a different story as you help a jail break attempt a daring embassy rescue, and even stop an oil spill (with a well placed missile). Coating playability Desert Strike's as competitive as they come. ■



Electronic Arts, £29.99

■ If you can ignore the blatant propaganda elements of this exciting yet tedious, fast-let-up, there's an absolutely phenomenal game to be found lurking underneath. To remain stoic to the political overtones is impossible, however, as the video package is veritably saturated with over-the-top in-game movie sequences and the like, which blatantly denigrate the enemy as an enemy worthy of the most Goddard Museum. By any other name? Ah, what the hell. Presumably every game released features a politically incorrect story line of one description or another, so I suppose we should simply concentrate on the game itself, right?

Desert Strike is a real player game, placing you in the cockpit of a sophisticated Apache attack helicopter. The control instructions (displayed) make the chopper's movement screen surprisingly intuitive.

There are four progressively more difficult missions to complete, each requiring a number of different assignments to be accomplished. These range from taking out a few radar bases and command centres, to preventing the onslaught of an all-out nuclear war! Easy? No. Brevard? You bet!

Scintillating cartography!

At the start of each mission, a summary of which targets to aim for (and the best order in which to tackle them) is detailed in the 'bribe room'. A wonderfully accurate map is



THE MACHINE BUILT ITS REPUTATION BY SHOWING NO MERCY FOR THOSE WHO STOOD IN ITS WAY.

Left: More MIA's are loaded onto a boat. This is a good time to collect some extra fuel and ammo for your next raid.



Top: Don't try to fly through power lines! Above: After taking out AAAs, you can attack your target. Left: Dropping off rescued MIA's at the Landing Zone earns you much-needed ammo points.



provided which can (and should) be accessed regularly; this also acts as the pause function. As weapons and fuel are spent, so items supplied should be sought, and so objectives are met, so the next targets can be lined up for annihilation. Each element in the mission can be located on the map by scrolling through the various items: fuel is a white dot, ammo a red one etc. At very straightforward, then, but the real beauty of the program only becomes apparent after extensive play-testing. Basically, what you have here is a thoroughly absorbing tactical chessboard incorporating enough blood 'n' thunder action to keep any armchair Commander satisfied.

Weapons, fuel, even POWs are all collected by hovering over them, while your CO also knows a weapon's status (the ammunition to be taken aboard). That's all fine, when a line player becomes battlemaster. At the start of the game the player must select their CO; all, each possessing their own airborne abilities and drawbacks which need to be studied by the mission. Some, for example, are bird-eye shots with the clear gun, taking out enemy jetting gun just a few shots — while others are air-ship specialists (reducing the degree of accuracy needed when hovering over collectable objects).

All these tactical elements add enormously

to the atmosphere, combining to provide that all-important 'being there' factor. As the missions (and the war) progress, for example, soldiers who are Missing in Action become fewer (due to being killed off by the enemy starving in the desert, etc). This is a particularly nasty blow to each MIA collected and returned to a landing base awards 1000 potential ammo points.

There's only one other way in which to increase the all-important ammo rating: special orders are hidden in certain buildings, revealed by fuel and ammo. Once accessed, and entered, though, the full 1000 ammo points are rewarded. Fuel is a real pain on the list of things to watch out for and, even though the fuel drops are clearly marked on the map, there are others belonging to the opposition which can be misleading.

From the deceptively slick menu right through to the design of the later levels, there are few repetitions which could ruin up Desert Strike. If you've ever seen the Sega Mega Drive version, all I can say is this is even better.



TIP TIME! Don't collect ammo, weapons or fuel unless absolutely necessary — there are limited amounts of each and you can only ever carry a set amount.

RAVE REVIEW

The hearted boss battle is an enemy commander. He's the genius you must capture to find out the location of your missing agent.



In mad alert, when I last saw Desert Strike being played it looked a little simpler to read than I have wrong I was. A few seconds at the positive side at 4 tasks together you destroy SAM sites and blowing away hostile fighters comes to great satisfaction. Far from being mindless blasting there's a fair amount of strategy involved. Check the map to plan your best route to each target and when fuel is running low do you head back to tanks to refuel or will you try and take out the fuel under station first? A variety of increasingly dangerous weapons, such as the 'cannon', 'missile' and 'bomb' simply blowing away everything in sight, making for more thoughtful play. Amateurs, fear not though. A wealth of enemy hardware will test even the most accomplished of finger artists. Some excellent sampled voices really set it off — from war things, exploding to a pleasantly reverberating explosion.

Desert Strike gets a definite thumbs up from my direction.



DESERT STRIKE
ELECTRONIC ARTS
£29.95
1 PLAYER
TACTICAL SHOOT-'EM-UP



8 Furious blasting action heavily reliant upon tactical decision-making

94%

BUDGET BARGAINS

MANIAC M



■ **Kixx XL, £12.99**

One of the original point-and-click adventures, *Maniac Mordon* looks slicky and polished when compared with its modern counterparts. The plotline and general gameplay remain as satisfying and logical as ever. Though, and it's a cost-effective introduction to the genre.

The story is simple: a dotty professor has kidnapped cheerleader Sandy, and it is all set to work. You teams off with the aid of his latest insane invention. It's up to the player (controlling three out of a possible eight characters) to save her.

All actions are performed via the mouse, by clicking on one of the icons displayed at the screen base. Then an on-object. Items can be moved between characters; some will use certain objects to better effect.

Crazy collage

Thoroughly exploring the mansion is essential

■ If you want proof that the road *just* really is (usually) that is, then look at the screen shot on the left. He wants to *BASH* her brains out!



■ What's this doing on Kixx's XL, label? A high-priced budget package is ideal for games with huge manuals or countless disks. But *Maniac Mordon* comprises two floppies and a funny pamphlet! Kixx XL, the huge package and it's just what the *Amiga* needs, but charging extra cash for games that could be on the standard budget label make it look a rip-off.

The game itself has certainly earned its niche in adventure gaming history, but by today's standards it looks crude and dated. The story line and problems are okay, but even at this price I'd look elsewhere. ■



BATTLE SQUADRON

**Global Software,
£7.99**

Two splats with vital information concerning the evil alien Empire have been kidnapped and are held captive on the remote world of Tarsiana. This whole planet is a huge weapons development and testing complex so... to kill two birds with one (power) up the players that be.

decide to combine their rescue attempt with a low-level strafing mission.

Fortunately for the devoted player, as you and optional friend, there is plenty of beauty enemy weapons around to capture and use to your advantage. Every so often you'll come across teleport pads. Entering these transports you to new (more heavily defended) areas. It's wise therefore to collect as many power-ups as possible before entering. For really hairy situations there's a limited supply of instant bombs — additional ones can be collected by destroying certain alien powers.

Shooting through

And then you have it: another vertical shoot

strategy on the way. Though this is a little odd, what you may ask, is this one *really* that bad? Well, not at all actually. Backgrounds are of good quality, adding in plenty of detail and variety, though depth seems to have been completely ignored. Slapping a tank on the ground then a mountain top gun emplacement with no noticeable difference is a little off putting. Having said that, the more subtle items disappearing towards the ruins of dullness.

but that's forgivable (and seems to be obligatory with these things anyway).

For the nominal asking price *Battle Squadron* isn't a bad little game at all, one to play in short bursts when you want to let off some steam.

Disasters are the obviously repetitive gameplay and disappointing-looking weapons but plenty of action keeps you on your toes.

A functional and graphically attractive outing, but don't feel compelled to buy it unless you happen to be in a particularly mindless mood.



TIP TIME! Collect power-ups, apiece before tackling the really tougher sections.

Plenty of action keeps you on your toes



■ *Spores*, the final frontier. Granted to the gods with scum-suckin' aliens, the good lord is definitely blessed.



MANSION

for progress, and careful scrutiny of each iteration is advised as many items are fluidly conceived. By selecting the "what is?" option then moving the cursor about the screen, any useful objects will be described in the message box.

Surely a boyfriend, Davis, is permanently selected as one of your three characters, the other two are chosen from a motley crew of seven.

**- selective
action to
genre**

(including a purist, nerd, and kid genius). Each character has their own strengths and weaknesses, and that is where the game wins out. Any combination of characters can throw a sandy, but not a

completing the game the
instructions to reply with a
different character will keep you
coming back.



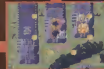
TIP TIMER! Any combination will score the accurate goal!

■ Most are good as
without Kline: 80%
garners. 10% only
and 10% only.

78%

■ After *Safe*, I thought it unlikely that I'd be even remotely impressed by a verbiage-mongering about-errata. Same question (w/ an improvement over that *Shades* worder), but there's still a fair amount of fast-paced action to have you asking yourself in frustration one minute, and breaking your joyful smile in the next.

Perhaps the most notable element in the impressive presentation — especially for a two-page party! — is the fact that you will find the obvious placement for a signpost, and the well-known signpost. It's also clear in the slightest. Sorry, it becomes all too obvious what a little — but hey, it's a budget



■ **What is hard money** particularly with regard to bridge loans?

680%

LOST DUTCHMAN MINE

BUDGET REVIEW

In the right vein?

Whether it's panning for precious metals in the map or one more go attempting to find mines, there's a lot of opportunity. Here

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[illegible]

There's a lot more I could detail about Level 2 software, Mike, but there's a limited amount of space and I've got to leave it some kind of conclusion. What I can say is that it's not as bad as it looks. Graphics are



TIP TRICK Get a guy riding quickly — otherwise, you'll be riding a little too slowly.



■ There may well be gold in those thin veins, but finding it is no laughing matter — all that hard work could go down the pan if any company

■ They may seem like an accurate account of week-to-week life in the West, but I doubt most life among men quite as... as... different as this. While wandering across the land, you'll no doubt ask yourself why the main guide is a plain black dog, why walking around becomes so terribly tiresome and, ultimately, why the book has the name.

There's not much to do as a normal day consists of nothing from the coast, digging up a bit of gold, returning to town and sailing to the city. The only adventurous aspect is playing cards now and then and drinking too, it's actually drinking the odd rum and colts and it's, in fact, a laugh as is the fishing sequence — "a little piece of fish" But if you're after a better experience, the game



■ It's fair to mention, if you dig this sort of thing, that our version has a couple of good

63%

BUDGET BARGAINS

All can appreciate that as wealth of options and solutions may affect sustainability, but State Place's far too awkward to get to grips with if I'm to enjoy a strategy game, expect it to be fairly accurate and playable without bombarding me with overcomplicated and irrelevant details.

The more-hardened warmonger may find John Flier's various campaigns and war presented front and enjoyable. For every one else, I'd recommend the superlative (if aging) Center Command — it's better and easier to control and boasts an excellent war-tightening sim.



W 5 STRIKE FLEET

■ **The Hit Squad**
Platinum, £12.99

They may war in 20% boredom, 10% terror. Lucardien must've taken this mission to heart when programming the second war aim: Sink Flavi— it looks incredible, but underneath this great graphics there's not enough depth to sink a cannon. Let alone a battleship.

Strike First puts you in control of some seriously intense tactical hardware — just mental stuff, of a ship at first, with more ships, submarines, helicopters, etc being added as you progress. Compared to many strategy sims this player interface is pretty basic, save, with virtually everything needed to control what's out there on the screen.

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Also, after the initial govt. rollout — rapidly
There's a lot of waiting around to do, and the
the new economic stimulus with the rest of the

**You're
in for a real
yawn**

is all-but-unknown, so it doesn't switch back to real time when you're checked. The strong call to change, release a volley of missiles, sink your cruise fleet, saved themselves a few minutes and go home for a sticky bun tea before you even know they're there! You can get round this by playing the online game in real time or under the accelerator, at a very slow

**Free
a real
own**

Strike: Flea's no slacker, but is certainly showing its age. If it were a dog, it would've been decommissioned long ago. This is not C&A conversion! That needed more than a couple rolls

TOP TIER Low time acceleration ratio



■ For a strategy
view (B) with per-
centage shares
shown

60%

THE PLAGUE

■ Global Software, £7.00

Research on a distant planet has come lastly weeping and giggling a parent's pillow. Some children are transforming into quadrupeds, the same with Microsoft books and even soccer table managers, counting the land and navigating alien-living people. This takes control of a large browser, here's a discussion to find around the planet and all activities that are

A bag standard yachtsman? No, just a bag really. "You don't always expect a bad post and a bad game to fuse together but alas, The Piqueur gifted in this very way. Considering its age, the graphics aren't too deplorable, though the pudgy mannequin in blue and white isn't at all. At first, there's only a basic point-and-click, but hold down the *ctrl* key turns into a large cannon for one shot... and there are some basic power-ups to collect. It reads easy on paper but in reality it isn't overly impressive. The buttons are clear, polished, and the large cannon fire is nicely done. *Point*

And what about the screen's themselves? The only hint of machine is a few symbols and bits that pop up. The rest consist of robot voices similar in style to the old Flash Gordon series. *Star Wars* was a revolution and this is still.

required to avoid them, simply remembering where they appear each time is sufficient. It certainly be-
 comes a platform game
 — tank, dog and press fire
 — mouse only

**ups to
ect**

a simpler set of rules, with its initial range of 10 colors (ten options to experiment with) it is adequately basic, but runs for two minutes at least. The waste of time four-times their total and reduced The Flanger to nothing but dust. Drive your own conclusions, but when the high-score leader's better. Have the initial game, you bring to wonder who is your opponent in The First place.

TIP TIME Keep holding down the top button to activate the big camera, as this is more effective than the small one.

As Hiram, the game's greatest strength is also its major malfunction — those endless sprays may look like fun, but they reduce the playability something drastic. You've little time to move when a bubble's on the screen so to make progress you must anticipate their arrival. This gets easier as you learn their attack patterns, but it doesn't make for a fun-packed game.

LAN



■ Overlarge options make the clearing guarantee — avoid this the second

68%



1000

[illegible]

BUDGET BARGAINS



I remember being glued to the screen for hours when I first played Populous. Years later and it's got me completely hooked again! The relationship with your people is much more intense — yes, even being — than it could ever have been if you actually controlled them directly. The satisfaction of seeing them progress and eventually conquer the world is coupled in my other games. And unlike most strategic offerings, Populous has attractive sound effects, 3-D graphics and a pleasing, mesmerizing soundtrack to improve the atmosphere (no need for God's sake. Buy it now!)



SWOR



STORM

■ Games Worth Playing, £12.99

Not many strategy games feature 3-D combat, but this isn't the only surprise in Storm Master. One of the episodes' story lines even casts you as leader of an island kingdom, battling against a neighbouring state with flying ships, conflicts with mutants and more.

On selecting one of five scenarios, you're presented with the main graphical menu screen showing your nine ministers. Clicking on each brings up menus for a different game aspect. One of the most important is the Master Menu through whom you organise food production by placing farms onto the vertically scrolling zoning map. This is also used by Climatool, who predicts winds, earthquakes and even places cyclones above enemy cities. Commercial options — trading goods on the stock market and setting taxes for cities — are accessed via the High Council table. Slightly more sinister, the Inquisitor provides you with top-secret information about cities, and can murder enemy ministers.

Appliance of science

The Leonardo enables you to design your flying ships, by attaching their equipment to one of four basic ship types. Armour is needed for battle, propellers increase speed, while lift is

POPULOUS & THE PROMISED LANDS

■ The Hit Squad, £12.99

Ever wanted to play God? Populous enables you to do just that. The aim is to help your worshippers prosper while putting the kibosh on followers of the other god. You can raise or lower land, create earthquakes, rain or drought,

control sea, and even raise or lower tides, floods, tsunamis, much of the land your powers are centred on your means, a sort of power but that equates as your people prosper.

Although you've no direct control over your towns, you can encourage them to grow more efficiently by following the commandments. They always build as large as they can, but the bigger the building, the bigger it takes to fill. When a settlement's full, it starts to "wither", and leaves to seek their corner in the real world. They might start a new settlement, look for enemies to engage or leave for a religious dance called the "festival", depending on your interventions. The game is both the original

and the sequel. If you're a fan of the original, you'll find it a welcome surprise to discover that the sequel is a more polished and refined version of the original.

"The controls quickly become intuitive"

evil god and bump their settlements. When the last of the opposing deity's followers is killed, the game is yours. If victory is assured you can speed the process by activating the apocalypse, in which the entire population is drawn to the centre of the screen in a fight to the finish. There's nearly 100 levels to conquer while playing against the computer, and two-player games are also contained for

is a second time, you're difficult to explain just how good Populous is — it's one of the most addictive games I've ever seen on the Amiga. The controls quickly become intuitive

the original version and 100 additional levels. Master has introduced in the classic save-game system and cleverly disguised passwords. In conquest mode, choose NEW GAME and enter the name of the word you finished on — you'll remember that they finished on the Amiga, but prolonged with The Promised Land, a deity also raising the curtain (WMS). Long and the game money (WMS). Long and the game money (WMS).



TIP TIME! If you're playing on a computer, the game is down to you.

■ How you save the game to play God, what will you do? Your chosen people will only flourish if you make life easy for them.



■ One of the best 'goal aims' on the Amiga — excellent value!

85%

BUDGET BARGAINS

WWF WRESTLEMANIA

■ The Hit Squad,
£9.99

With our muscle-banded mates from the States (including the clutch with the worst range noise these yet up), we decided to up this review to show you how it's done.

Forget the quality, check out the hype. That's the way that you sell the hype. A former Christmas Number One, but the playability's got up into gear.

Pick your fighter out of the dog, fight where you get to do your thing. Or play really — there's little to do. Graphics are big but money are low.

The interaction's really slow.

Just wuggle away and then hit the... Our first woman's a real stocle in cloth, but your cat's so considered for the income boost.

With music pulsating and silly name-calling, the on-stage interviews are quite appalling. Tracing padding is unpronounced heights. They really are a waste of bytes.

Well, whoopie do, there's a two-player game, but the playability's just the same. Too much wiggling, too little to do. And the choice of characters for Player Two.

■ Wrestling has never translated well to any computer format. Games tend to demonstrate into boringly winning, matches in which the satisfaction of winning seems to vanish shoulder-jump. **WWF** is an unfortunate example of this.

Poor-end presentation's of poor quality, in only having grace more reasonable defined pieces of the characters. In-game graphics vary between passable and clumsily unconvincing, eg a mass one frame of animation when jumping up an object. With PC controlling of the odd building noise and several others, we're left with a mediocre review, the usual.

Too much wiggling, too little to do



Don't you think it's really odd, that software sells when a player has lost? The perfect catch for commercial greed. A big name name at all you need.

Incidentally they make loads of stuff, from the old of best bits, who want bad games? You know what to do, but if you don't, check the **AF** review.

Well, I go to beat the rap, by telling you that this game is **CRAP**. As for all the best, am up game goes, Take my advice — get **Body Blow**.

Remember folks — **JUST SAY NO** to busy software, and don't get taken in by the **Control**. If you have buying fun, they'll keep making 'em. The future of **Amiga** games is in your hands.



TIP TIME! Forget it!



■ An really expensive way of buying blank disks

20%

ADRENALYNN

■ Global Software,
£7.99

Bital futur sports are so dull. Surely the whole point of sport is to inherent funniness — take away the rules, and play degenerates into a heap of all. Even the great **Speedball 2** was marred by the overperformance of the electro-ball.

If **Adrenalyn** were a spectator sport, it'd have trouble drawing a Wimbledon-size crowd. It's not much more enjoyable to play. It's fairly similar to **GA** in weird three player. **Proteus** is a

noisier next to much fun. Matches are played by two teams of just two players, either of which can be computer-human-controlled — so you can have four players (with a joystick adapter).

The action degenerates into mindless bashing

Never better! Players control hovering discs, bumping and bashing their way around a spherical arena, with the aim of knocking the ball into the opposition's goal.

They can also shoot lasers, reducing an opponent's energy to zero renders them temporarily immobile. Collecting the floating

jerries has various effects (jerries have speed greatly, **Victor** nil), depending on what coin it's shooting.

That's about all there is to it. You can play a coin (more like a **fly** league) and send two players, with different attributes and portraits (though they all look the same during play), but the gameplay's such a total mess it's pointless. The action soon degenerates into mindless bashing with a total absence of skill. With the addition of the arena's magnetic field, and the paddle sticks it's often a complete misery while the ball ends up. The lack of challenge presented by their computer teams doesn't help matters, and ultimately the game fails to justify any unrealistic round your bloodstream.



TIP TIME! If one of your opponents is low on energy, shoot him to knock him out of the game for a while.



■ Oh dear me, what do we have here? Another 'futuristic' team sport no less. One of the major blots would at the end is undoubtedly the damage, rather the **Speedball 2**. **Adrenalyn** it has to be said, falls squarely into the complete online (except, dodgy backgrounds, weird rules and gameplay) and belongs in a team market poor. In **League** team mode there's little incentive for cooperation with one player carrying around while the ball and invisibly giving it away in the confusion. An otherwise enjoyable one-on-one game.



■ A mindless futur sport requiring little skill and no tactics

56%

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APC

WE'LL SHOW YOU

One of the year's most prestigious events on the computer software calendar is the ECTS show. Everyone who's anyone in the computer industry (and quite a few nobodies) gather at North London's Business Design Centre for three days of wheeling and dealing, with a spot of winning and dining thrown in to lubricate the wheels of industry. As it's a 'trade-only' event you're unlikely to have made it along to this spring's little shindig, but don't feel left out — Steve 'Shurley Sheme Mistake' Shields reports on what went down... and what's coming up!



ADVENTURESOF

The team who developed *Adventure Soft*, were exhibiting a PC version of their forthcoming title, *Shiver The Survivor*. We're loath to preview any PC product here at Amiga Force, experience dictates the difference between PC and Amiga versions can be just too great for an accurate account of how the Amiga game will look/feel/play etc. In this case, however, we'll make an exception, especially as an A1200-enhanced version is planned which should duplicate the PC's picture graphics right down to the last pixel. Anyway, in a point-and-click adventure such as this, it's the puzzles and characters which count and *Shiver The Survivor* has plenty of both.

Set in a fantasy-world of dragons and trolls, the player takes control of 14-year-old Shiver, as he attempts to save his good wizard Calypso from impending doom. The Monkey Island games have absolutely been the inspiration, as the same humorous approach and very similar control methods are evident throughout. Wacky characters, fun, absurd and most unlikely scenarios (but the dreaded 'instant death' syndrome is thankfully missing entirely). In fact, *Shiver* is one of the most 'just-friendly' adventures I've seen, and I for one eagerly await its Amiga debut towards the end of Summer.



CODEMASTERS

The Codemasters of British software didn't have a lot to offer thirty Amiga owners at the show. Concentrating on their computers for the time being (which, by the best of all means seemed to be the other instance NES hit, *Micro Machines*, is not for reservation).

For those who've never heard of it, *Micro Machines* is set for November. For those who've never heard of it, *Micro Machines* is a series of games set on one or two planes racing cars featuring a total of 27 different tracks and a range of vehicles (cars, trucks, helicopters and even speedboats) each of the vehicles is based on one of the minute Micro Machine toys. As such, races take place over a variety of imaginative tracks, from both tube (watch out for the plug hole!) to snooker and beautiful lakes (now those don't race go right through ya!). No release date has yet been set, but watch the space for further developments.

Other than that, the only Amiga game scheduled for release from the Codemasters catalogue was *Firehawk*. Previewed last issue, the game is a predominantly overhead view helicopter gun type thing, with strategic elements thrown in. I had a little go and liked it although from what I could see the gameplay still needed minor tweaking. Still very much in development, at the moment look out for our fortnight, three and midnight reviews when the game is completed some time this summer.

HOW RS...

PREVIEW FEATURE

CYBERDRAGONS

Relatively new to the UK Aringo scene, Cyberdreams have only released one game to date. They made their first auspicious debut with the H H Hoag inspired fantasy adventure *Darkness* a while back, and now look set to follow us up with an extremely

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A chilling dance humming on a top-of-the-range PC was all there was to show, as the game is still in development — but from what I saw it looks as if it'll be a blast and a half! Where as *Darkness* relied heavily on Alan's creepy H/P Racer input, *Cyberace* looks to feature what Syd Mead set for its inspiration: Responsible for such classics as *Blade Runner*, *Star Trek* and *Star Trek: The Motion Picture*, Mead's cinematic touch can't be denied — the illustrations you see here are just some of the ideas he had when thinking up the story line for *Cyberace*.

Featuring a variety of ray-based vehicles (which can be customized by the player), super-fast Voxel landscapes, and a host of eye-popping cinematic cut-scenes, the game sequences that one looks all set to enter the Arma's gaming public when it hits the shelves towards the end of the year.



■ The first Oliver Twins shoot-up is set to blast onto the Airgate very shortly. Gary Goes Mad With An AK47... whereas, it's Robert's



CORE DESIGN



Chis Design's PR execs, Richard Kiersey, was as excited as ever when I visited their stand at 10 am on Monday morning for perhaps his idea they would simply hang-over from the Awards Ceremony the night before? Headphones aside, though, he had some interesting news to deliver regarding their forthcoming title *Darkmatter*: it's still not final!

Processed way back in our phenomenal first issue, the entire team have been awaiting the release of this cinematic 3-D clash in polished art with high hopes. And from the early preview version I played at the show, we're all going to have to wait this one bit longer — although looking good. *Darkness* is a long way off completion.



affairs. His one should appeal to all fans of the genre, who seem to have been sadly neglected of late.

Labels like **REPTILES** and **AMPHIBIANS** are also common in



was the most feared
highly respected
and feared

horizontally-scrolling puzzle: this one has the player controlling a hapless delivery man (Kubba) as he attempts to find his way back to Earth (he was kidnapped by alien yaks).

Accompanied on his travels by a friendly alien stick, Rubebe has to manipulate his bridge part of a number of ways in order to traverse the landscape. Not only can the stick be used to push baddies around the board, it also comes in handy as a smacker (cue: levers, lighttraps, balance, pivots, baseball bat and handy plinkered Ood, but inquiring all the same).



Notes are somewhat murky at the moment as ever keep are needed.



■ *Cyberpunk* makes a comeback with the Blade Runner-style *Cyberace*, where conflicts are solved by futuristic roller rama.



DIGITAL INTEGRATION

Flight sim experts Digital Integration were another company using a PC to show their wares. In this case the highly impressive **Tornado**.

An exact missile data for the Amiga version was impossible to glean from the press pack or friendly folk. Knowing the story, although I can tell you that in the game the player is given the choice of completing mission goals, or from interestingly going head-to-head with a threat. With so stunning attention to detail — you should've been the ground-based installations as well! — and excellent graphics, the PC version was a real crowd puller. But will the Amiga be able to handle it with the same aplomb? Find out here. (Yes, where it all will be revealed in the fullness of time.



further. Play the only matches, organize your own team or enter any of the big three cup competitions — all without getting your knees dirty!



Next on the agenda was **Championship Manager '90**, an up-dated an instantly more playable follow-up to the original. *Championship Manager*. Some of the new features include player loan relations, improved use of scouts, the ability to select a penalty taker, most of the match awards, manager salary (or lack of it if your team's rubbish), new digitized sound effects, the inclusion of the new back-pass rule and



DMI/GLOBAL SOFTWARE

Much madding and gnashing of teeth was later heard as the DMI stand as a very software industry decided to ask the programmers of Global's forthcoming platform to change its name. *Dang!* They decided it was just not in their thing — so a happily re-named **Domark** was making its debut. The game is not finished yet, but features a nifty duck battling his way through codes of action in the first and tested platform sequel — with the added bonus of a two-player simultaneous play option (using a split screen). As you can see from the photo, the graphics are cute and colourful and very connoisseur. The real difficult thing about writing a platform nowadays is making your game stand out from the crowd. In these

everyone's cloning the latest 243s throw plug in effort, it remains to be seen whether **Domark** will cut that particular mustard seed, but as it costs a mere £15.99 it's enough to make console owners sit up as a parent for a while (duh).

DMI's other big new release was also causing quite a stir. Developed by top Shareware programmers Vizion (of *Microcosm* and *Cybernetic* fame), **Woody's World** is a 16-bit, roots that 60 levels to explore, over 20 graphical styles, masses of hidden rooms, bonuses and over an hour of background music.

Use all outlay Microcosm platforms, **Woody's World** has a whole host of power-ups and twists. The power-ups are hidden in heart, stocks which Woody brings with his



wit for it, it all runs a lot better! Review soon promised!



Parasite 1 Championship won't be with us for a little while. Although I can tell you that it's being programmed by Lektor over at Rattle. *Parasite* for the much underrated 'Vision' this one should be something special. With split screen head-to-head battles and the highest stars, the most advanced artificial intelligence, details that have never been programmed, you'll have to wait until the end of August before you can get your motor running. Oh, yeah, all three games will be released together for a reasonable price tag of £39.99.

Probably the most exciting new release due to hit the Amiga this year is **Domark's** tenting **Flight-Sim Trial Kit**. Yes, it's a program that allows the user to design and play their very own high-powered flight sim. It's certainly something that sounds like it's not to really take off. No price has been set yet, and details are vague — I am assured, however, that flight sim games will be well catered for. Design your own planes, cockpit and even head-up displays, then create the terrain! Recruit your home team using the program's data disk (which includes ready-made buildings and vehicles etc.). If you can't be bothered to draw your own, then take to the skies and bomb it to bits! *Domark* said, our breath is well and truly bated.



Overpowering A dedicated body of fans featuring both the FA Premier League Championship AND the FA Cup. A one or two-player game with unique puzzle levels of this path, only one question now remains — will it beat *Soccer* at its own game?



release the prisoners type tale where I'm sure I've read it before (possibly a story by Michael Moorcock?). Anyway, the game looks like it's going to lift its promise of being HPGaphobes into the land and compare world of roleplaying with panache.



Tenacious on the other hand, but I out to convert anyone. Set in a post-apocalyptic world literally crawling with mutants, the aim of the game is to locate them, yes you guessed, annihilate an evil madman. With beautifully rendered, panache backdrop, a huge array of different weapons and a clever image system, we're expecting great things of this.

Finally from Grand Slam we have *The Jewish Sword Of Mador*. Another HPG Adventure, that one too has a detailed isometric 3-D playing area (not just caves and dungeons where the sales team is quick to point out). A special A1200-only version is already in development, which will feature a 256 colour graphics, but the normal hi-bit game doesn't look like it'll suffer any problems during the downgrade. Over 100 characters to interact with, around 100 spells to cast, up to seven members in each party, digitized sound and character speech are all promised. Let's hope they're as good as their word, eh?

STOP PRESS: Grand Slam have just informed that, although *Rescue D.D.* and *Sevenside S.G.* are both excellent games in their own right, they've got a further release planned that is... even better than both games put together! Naturally, the powers that be over at Grand Slam are being more than a little tight-lipped regarding specific details, but they've promised that it will be the first to come from the new Argit II tape label.

to take the standard 1 Meg Amiga and fit as much game into this configuration as possible, said a spokesman for the programming team. Without paying too much attention to the current batch of Amiga platforms, we've tried to develop a unique style in *Woody's World*. From the graphics and music through to the layout of the levels, all of our design decisions were aimed at creating an enjoyable game environment to challenge the player.

Uniquely? That's no small claim in these console-age, platform-widen times, so will the game live up to it? We can only hope. *Woody's World* is to be marketed by CML under their Global label, and will retail at £25.00.

GRANDSLAM

The challenge here stood C25 at the show had to be when, burn, thank you Grand Slam! A costly number of new releases were being hyped. The following should all become available over the coming months:

Wild in The Hole Playing games for people who hate Role Playing games. *Grand Slam's* *Rescue Of Candace* does indeed appear to be a somewhat superior piece of software.

Incorporating a whole host of neat features (such as multicoloured views of the game world, arcade adventure sections, detailed conversations and realistic weather conditions), the only thing that seems at-to-be-hated is the story line. And I don't mean it's a smother. All the evil magician and

I mean that I'm sure I've read it before (possibly a story by Michael Moorcock?). Anyway, the game looks like it's going to lift its promise of being HPGaphobes into the land and compare world of roleplaying with panache.

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PREVIEW FEATURE

ICE

Probably the most over-the-top no-holds-barred blast-aim-to-kill extravaganza we're going to see this year is *Test Drive: Car Wars*. For those who've played the series, there'll be no point in harping on and on about just how mind-blowingly violent the game is, nor how hysterical. Yep, it you haven't played it in the episodes you've already dipped out — yes, yes, yes, though, as ICB should have it ready for release before you know it, so you'll be able to drop over its delights to your heart's content. And judging by my performance the last time I played it, it's certainly worth out to play it at home!



IMPRESSIONS

For the Commander made a very good impression (you'll) when it hit the Amiga a while back, now the company have completely overhauled the game and re-released it under the title *Air Force Commander*. Gameplay has been extensively tweaked, along with the graphics interface everything really. A demo disk is also now included in the package, which has 28 scenarios ranging from Tom Ripper to the Gulf War. There's also a WWII module which enables the player to re-enact *The Battle Of Britain*, as well as a number of 'what if' situations. Fans of the original should therefore

In addition, Impressions are planning to launch an Amiga version of their PG smash strategy game *When Two Worlds War* — an absorbing space-themed war game with a number of fascinating features. How the conversion will work out is anybody's guess, but it looks like it may have to be an A1200-only release due to the sheer volume of information that needs to be processed during play.

Two further releases are planned: *Rules Of Engagement* and *The Blue And The Grey* — both will get the A-France treatment as soon as we see 'em.

KRISALIS

One of the biggest attractions at the Krisalis stand was, justifiably, *Amber Knight*. We reviewed this pastime, platform art statue (and are hoping it's in this) so it'll concentrate on the review.

Regular readers will know of *Severed Kid* already. *Krisalis* has been running teaser ads in front of the *Amber Knight* for some time (just being so exceptional), and we also previewed the title in issue 3. Basically another platform game, where *Severed Kid* offers it in the control method.

As your character is armed with a football, it's not just running and jumping, enjoying, heading, touching on and even overhead-kicking the ball is all essential to your progress, and the character animation among the best we've seen. Most levels are now completed with only the odd minor adjustment to be made before it's ready for release. Over and over then, *Krisalis*, on the road.

Yet another PC-based RPG, *The Lost Kingdoms*, also looks likely to receive the *Amber Knight* conversion treatment. A sprawling fantasy world, which prizes the forces of good against the forces of evil... sorry, evil. Certainly, it looks like a real challenge... let it just hope they manage it.



MICROPROSE

Microprose of micro-prose. Microprose stuff is at development; some of it very early completion. Without further ado, then, let's see what they've got in the order they'll be coming.

Developed by the *Knights Of The Sky* team, *Champions 2000* is meant to be one of the fastest light bums out. Featuring up to eight choopers, you fly one circle while giving orders to the other members of your squadron.

A close conversion of the PG original, the programmers didn't rush at almost the same speed. Instead of doing a direct port they completely rewrote the game's engine into something far more *Amber Knight*, giving it an update almost unparalleled in light units.

Another common complaint with them is the scenery — all too often it's just a monochrome mass, with the odd road on offer in its own mode. I you're going to fly, you can see from the perspective. *Champions* isn't having any of it and looks a real treat for the eyes.

Any Microprose light unit is worth looking forward to, but short of a disaster *Champions 2000* will, even by these standards, be outstanding. Watch the space for a full review... (soon)

Also slated for a soon release is *Amber Knight Of War In The Skies*, a possibly yet oddly fascinating strategy/warrior game. Featuring 40 levels of tactical and historically accurate scenarios (as well as a handy level editor so you can design your

own), the game contains military planning with tactical skills to equal the score. Select a route for your flyers and bombard over the scolding landscape, then prepare for close up gun battles and bombing raids. The *Red Baron*, Kaiser Wilhelm and General Foch all pop up in the proceedings — it's your job to pop them down!

Later this year we can hope to see what *Knights Of The Sky* has in store. *Knights Of The Sky* has the same premise that what light can turn into must be an idea's combat and the entire game has been developed around that premise. I think they're right and just can't wait to select from a generous 12 planes (from the *Knights Of The Sky* to an F-16 Falcon), which can be put into battle with one another, or you can fight with any combination. Sadly, it looks like it'll be a one player only game, but with the opportunity of attempting to conquer a *Knights Of The Sky* well, it seems a small price to pay.

Later still in the year our *Amber Knight* will be greeted with the delights of *The Legacy* (an RPG being developed by Microprose and the magnificent Magnific Scottie, set in a haunted house). *Fields Of Glory* is a military action game, taking place in the 100 days after Napoleon's legions the French Empire, and *A.T.A.C.* (another strategy game with light art development), this time you're up against the combined might of the ruthless Colombian drug barons. High-flying stuff indeed by the sounds of it.

LONGUE

Longue was a little worse for wear by the time I got round to meeting *Longue's* cheering PR lady. It had been a long day, or maybe her sexy French accent was putting me off... whatever, I ended up back at the office with a copy of their latest release, *Longue*, which comes on two disks. Only *Longue*, though, was there! I had somehow managed to collect disk one, disk three, and find disk four! Intriguing, but at least I'm honest.

Anyway, the intro looks great and *Longue* have promised to supply my missing second disk in time for review this ish. Fingers crossed, it'll get here in time (if only my eyes hadn't been crossed when I picked it up originally).



MILLENNIUM INTERACTIVE

If you're lucky enough to already own an *Amber Knight* 100 then *Millennium* is a name you should be looking out for. If you haven't upgraded to the new 3D bit (yet), though, then this company could soon be the catalyst you've been waiting for. Just check out these forthcoming titles:

Metamorphosis is the working title for a game that'll be released on both 16 and 32 bit formats, and takes the form of a platform puzzle. We've only seen static screen shots so far, but can tell you that there'll be five main sections divided into many subsections.



PSYGNOSIS

But the games have a very distinguished pedigree on the Amiga. Sure, there was Super Hang-On and Microtylers' 1987 *Mondo*, but what about the disastrous *Red Zone*? A perfect simulation of riding a bike over polished steel Electronic Arts's conversion of their Mega Drive natural *Road Rash* was disappointing too. In fact, only *Thriller* was excellent. No Second Prize had any real guts to it, so Psygnosis's *Prime Mover* could be onto a real winner.

A racer isn't a racer without bags of speed (remember the cloth-like *Chase ACQ*), and *Prime Mover* has plenty of it—it's even faster than *Proton*. Unnecessary hills are dispensed with, leaving a game sense of pace, deliberate road effects, and backdrops you wouldn't think possible on a game this fast.

Programmed by the Danish group Interdimension, *Prime Mover* hits the shelves this month. If the early demos are anything to go by it'll be a real killer, but with



Super Hang-On and AMP, Renegade both on budget at \$19.95.

Comstar Air Petrol'ses, premarketed test issue, and we still haven't got a finished copy, but *Choppers* is new to us.

Amiga's classic Psygnosis puzzle game, the title you're attempting to solve a bunch of ingenious con-figurations as they turn (zoom) around 70 de-gree levels. Difficulty levels are provided for the pro and re-vice while

lone, *Lampo*, *Shine* and the rest of the standard Psygnosis must be used if your wants are ever going to turn into beautiful test-jiffies. Sound similar?

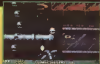


RENEGADE

Renegade are in a precarious position at the moment. Probably the only software house with no dodgy releases to blot their copy book, the Amiga world is watching with anxious expectation, awaiting their next release. Hopefully, William I won't disappoint when it comes in time for review next issue.

Conceived and written by the hugely talented Andrew Braybrook, *Renegade* means as it'll set the standards by which all other shoot 'em ups are measured. We'll be the judge of that! I told you, and after the sterling job we did on that Chase Engine rules test issue, they said we were welcome to bid!

Much later in the year we can expect a



console-style padmaster called *Half & Hardly*, which promises to be a highly playable little number showing top notch sound and graphics. Put together by programming team Wanda-King, you'll have to wait till October for the last issue.

Last, but by no means least, we have *Seaville: World Of Soccer*. Hey, it's sequel to the magnificent *Seaville* soccer on the channel board, but not even our friends at Seaville Software will tell us anything about it. All I can say is that it's expected to appear in time for Christmas this year, and it's comparable to a disheartening array of new features. Check out Phil's report on our friends at the Seaville team (plus a few Amiga images) in the very issue, and you'll see we're not going when we say it'll be the game we've all been waiting for.

SUPERVISION

Set up as the computer arm of toy manufacturers Waddingtons.

Supervision are a fine company who promise to provide only top quality software, and bring the first disk-based one manual to the Amiga (and this time it's not joking).

To look at, they're all set to release a brand new version of the wildly board game *Monopoly* to our screens. Select any of eight characters and storm around level buying land and building houses. The graphics for each location reflect the asking price (the Old Kent Road appears as a run down slum, for example, while Mayfair is a swanky luxury land of grand hotels etc.) and a fairly basic game feature has been included so you don't have to leave your machine running when you're 15 time for tea. We're expecting a finished version soon, but it's *Supervision's* *Lovers Guide* that most of the kids here at the office are looking forward to the most.

I told you not when I say the (Dr Andrew Stenley's) blockbusting idea is about to receive the Amiga treatment, we've got all the time and a hell-much bigger game over with before we begin, okay? Chances are nine chapters, which include all building, *Reveries* and *Jukebox* in the arts of classy writing. I've been assured that the guide will be a sensitive yet forthright guide to human sexual relationships (What? No *Amnesia*? — The A-Poke team). Safe sex is fully explained, and an art facility will even enable parents and teachers to use it as an educational tool (pardon the pun). So the next time little Jimmy asks, where do I come from? you can answer, go and play with your Amiga and find out!



Do not pass go, do not collect £200, do not bank-crawl along the Old Kent Road. It's the best board game of all time: Monopoly!



PREVIEW FEATURE

CANNON



FODDER



■ Sensible Software's Cannon Fodder offers varied viewpoints and frenetic shoot-'em-up action.



VIRGIN GAMES

Virgin have a hectic release schedule to follow over the coming months, with no less than five new games in various stages of completion. First at these is *Steel*, a sci-fi game developed by Dingo. One of Rock Of Games. From what we've heard so far it sounds like a potential Sensible contender, with aftertouch, headsets, solider ticks and the ability to trap and drizzle the ball. The game will also feature two views of the pitch: a close-up mode and more remote view can be toggled by the player, or left up to the computer which will automatically select between the two depending on circumstances. Another really replay mode is also included, allowing for rewind, fast forward and even frame-by-frame advance, while a management element has also been added for which determines the ratings of each player in eight different skills (pace, stamina, aggression, etc.). All in all it sounds just too good to be true... but will it perform as well on the day? Dear to you, Brian.

Given brain games Dave Gibbons has teamed up with Lure Of The Hemisphere Group artists Revolution to provide Virgin with *Demolish A Street Sky*, a highly stylized 100-odd location adventure, with a story line that the movie is genuinely gripping. Virgin

boast that the game will really be something special, and who are we to argue? Oh yeah, a special AI2000 version is also planned.

Dune II is currently in production, and the very able hands and minds behind the project belong to Westwood Studios (who gave us *Out Of The Darkness* and *Aladdin*). Described as a strategy based resource management simulator with a heavy sci-fi theme combat element, this is the second adaptation of Frank Herbert's (just better) let's hope it's a better than the first.

Five levels of barely blurring action await your attention in Virgin's *Apocalypse*, a full on armed tournaments which cast the player at the controls of a sophisticated control helicopter. Possible scoring, sampled multi-layered sound effects and gamplay worthy of an arcade machine use of futuristic premises. Let's pray that developers Miracle games keep this end of the bargain.

Finally from Virgin comes *Cannon Fodder*. Programmed by those making beds at Sensible Software, this one is expected to be \$100.30 millions set over five different screen spots, sampled sounds, player and over 300 cutscenes (many with different abilities) all combine to provide some of the hottest — and hardest — screen based action around. Out in the autumn, our finger fingers are already itching in anticipation.

As well, it was just impossible to get to see everyone who was exhibiting Amiga software at the show. My most humble apologies must go to all those whose games weren't mentioned in our press or on our site, though, please, send them in and we'll try to address the balance by printing loads of screenshots from them.

GETTING THEIR JUST AWARDS

Each year, the ECTS show hosts its own special software awards ceremony. This year's took place at the Lincolnton Club and was a blowout (at least to be honest). We reckon this industry still needs a proper high-profile Awards Night — something like the Oscars — which would stimulate national media interest and act as a showcase for up-and-coming talent within the industry. All well, looks like we'll just have to make do with what we've got for the time being. So, in no particular order at all, here are this year's winners.

BEST SOUND TRACK

- The Secret Of Monkey Island 2 — LeChuck's Revenge (US Gold)

BEST EDUCATION/PRODUCTIVITY PACKAGE

- Where In The World Is Carmen Sandiego? (Electronic Arts)

BEST ROLE PLAY/ADVENTURE GAME

- The Secret Of Monkey Island 2 — LeChuck's Revenge (US Gold)

BEST GRAPHICS

- Alone In The Dark (Infogrames)

BEST SIMULATION

- Formula One Grand Prix (Microprose)

COMPUTER AWARD

- Lotus 386 Pro (Access)

LOG-IN AWARD

- Alone In The Dark (Infogrames)

BEST ACTION/ARCADE GAME

- Street Fighter II (Capcom)

ITALIAN GAME OF THE YEAR

- Street Fighter II (Capcom)

SPANISH GAME OF THE YEAR

- Indiana Jones And The Fate Of Atlantis (US Gold)

FRENCH GAME OF THE YEAR

- Alone In The Dark (Infogrames)

GERMAN GAME OF THE YEAR

- The Secret Of Monkey Island 2 — LeChuck's Revenge (US Gold)

GOING LIVE! VIEWERS AWARD

- Space The Hedgehog 2 (Sega)

MOST ORIGINAL GAME

- Alone In The Dark (Infogrames)

BEST COMPUTER GAME

- Indiana Jones And The Fate Of Atlantis (US Gold)

BEST VIDEO GAME

- Street Fighter II (Capcom)

BEST HARDWARE

- Super Nintendo (It's a bit Wonky about the AI2000)

OVERALL GAME OF THE YEAR

- Street Fighter II (Capcom)

SOFTWARE PUBLISHER OF THE YEAR

- Electronic Arts



STRIKE IT RICH!

My mind was, at the moment, my stomach held in a tight knot. If it hadn't been for someone to eat this morning, I'd probably have killed my underboss. Whatever they say back at Mission 660, no amount of training can prepare you for this. "Buckeye," we're your primary territory. Go... shh! shh! I'll never understand why Military Issues sound so booming to me. My newspaper sits a there ten feet away and I can hardly hear this, above this constant



My motel was a bargain, my alarm not held in a tight knot. If I hadn't been too inebriated to eat this morning, I'd probably have walked away confident.

Whether they say it or not, Microsoft HCL was involved in creating our company's first idea.

“Kissin’... we’re your sexy Johnny
On... I’ll never understand why
my little radio sound so blooming hot
My navel’s up a there but I’m away and
can hardly hear fire above the constant
judda-judda-judda of the radio blares, yet
our little remote-control portable CD system
pokes up broadcast from all over the
country with crystal clarity. Reaching the
pyramid, I casually point the infra-red
controller at the wall and guess what?”

Photo courtesy of the U.S. Coast Guard.

The choppers have changed since Agostoppe's time, but the trust's back is broken.

2000/01 2001/02 2002/03 2003/04 2004/05 2005/06 2006/07 2007/08 2008/09 2009/10 2010/11 2011/12 2012/13 2013/14 2014/15 2015/16 2016/17 2017/18 2018/19 2019/20 2020/21

4. Most of us might believe on the ground. The barrel of a gun or something like a sword? It only the direct sun wasn't at night.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Oh my God, it's all fixed with a brooklet.
 APRIL LAMPSON — Click click click. Oh my
 God, it's all fixed.

100

Valentine: — Hurting at One O'Clock, Co — (Sings), I know, you feel, I can see him! Pull back, PULL BACK! Incoming missile, take evasive action... we're hit!
Break us through to the other side!

"Turn that noise down!" said mine, giving me a look more evil than any. Sashimi could manage. "Since you won that G2 photo thing in that Desert Strike competition we haven't been able to 'ear ourselves think [you wouldn't believe it was] H2O, so I was [staring at, would you?]

Could YOU blast your way through the evil demonic forces while listening to your fave music on an (aspirin)-coated CD ghostbuster? If you think you've got what it takes, just answer this simple question...

What Is the DIFFERENCE Between an Open and Closed Market?

Answers on a postcard, and don't forget to slip your name and address on too. Send your entries to: **JUST DELICIOUS COOK**, **AMERICA TONIGHT**, Impact Magazine, Ludlow, Shropshire SY9 5JF. And make sure it arrives by 30 June 1993.

WIN A DREAM

...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster! It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.

How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newspaper. He will then enter it for

this unique competition, in time for the draw which will take place on July 12.

If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

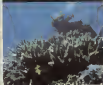
It will be entirely up to you to decide which is the right holiday to suit your tastes. And that's not all. As a thank you to your own newspaper, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!



£3,000 could take you here...



...or here...



...or anywhere!



AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY in the world!

WHICH MAGAZINE FOR YOU?

ACORN - One of Britain's longest running computer magazines, Acorn Computing (C193) is the first essential choice for users of the Archimedes and BBC Micro.

COMMODORE - These magazines serve the dedicated Amiga fraternity. For games players, there is Amiga Action (C194) and Amiga Force (C195), while Amiga Computing (C196) covers every aspect of this versatile machine. Owners of the C64 will find all they need in Commodore Force (C192).

ATARI - For the Atari ST enthusiasts, there are three magazines - ST Action (C198) for gamers, with Atari ST User (C199) and Atari ST Review (C197) satisfying the more general ST owner.

NINTENDO - The whole of the ever-expanding Nintendo scene is covered by NForce (C196), while dedicated fans of the Super NES have Super Action (196) and for Game Boy freaks there's GB Action (196).

PC - Most dynamic publication on the PC magazine scene is PC Home (C195), covering both hardware and leisure interests. PC Today (C194) is devoted to supplying practical solutions for the small businessman.

SEGA - All the Sega games machines have their champion in Sega Force (C193), with Mega Action (196) catering the needs of Mega Drive owners (to be launched on May 30).



I wish to place a regular order for the magazine(s) I have ticked below.
Please enter this form in the Europress Dream Holiday Competition.

- ☐ I shall collect my copy each month.
☐ Please deliver to my address.

Name

Address

Post code Tel

My newsagent's name and address

Newsagent's signature or stamp

- | | |
|--|---------------------------------------|
| <input type="checkbox"/> Acorn Computing | <input type="checkbox"/> NForce |
| <input type="checkbox"/> Amiga Action | <input type="checkbox"/> Sega Force |
| <input type="checkbox"/> Amiga Computing | <input type="checkbox"/> ST Action |
| <input type="checkbox"/> Amiga Force | <input type="checkbox"/> ST Review |
| <input type="checkbox"/> Atari ST User | <input type="checkbox"/> Super Action |
| <input type="checkbox"/> Commodore Force | <input type="checkbox"/> PC Today |
| <input type="checkbox"/> GB Action | <input type="checkbox"/> PC Home |
| <input type="checkbox"/> Mega Action | |

EUROPRESS
GROUP OF COMPANIES

HM-NEWSAGENT Please confirm the order and return this form to your newsagent for entry in the prize draw.

Y IN PARIS FOR YOUR NEWSAGENT TOO!

FORCE mail

Holding it may be, but the mail bag this issue appears to be crowded almost exclusively with cries of "help!" We don't mind, of course: the Type Bits section will simply have to get bigger — but a few decent missives regarding the state of the industry or mag wouldn't go amiss, y'know? Keep 'em coming to: Force 3 Mail, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire BY9 7JW.

BIG KIDS

We bought an Amiga 600 for our kids for Christmas (see all five A's), and with it we received ten free games, one of which was *Outpost: Quest for Image Tech*. We're major stuck on the adventure on the second day. We've punched in every question we can think of, but to no avail.

On our way we've picked up a glowing card, a coin, a bootcase, a sword, a shield, an adventurer's hat, a crystal, a fork, a life disk, an extended ring, a code wheel and a bag of dragon rap. We've used the coin to pass the first life's fork, and used the code wheel once. The longer being mentioned and the longer, a clue, but we can't see what's why. We've tested our friends and all the local computer shops, but so far have with heads of the game. It would be brilliant if you could help or at least have been playing since October and are desperate to finish it.

Ray Margate & family, Bromley
PD: We think your mag's great, and sorry it's such a long letter.

■ Yet another cry for help — anybody got the answers?
Steve

GIVE MY REGARDS TO... BONDI!

First of all, let me extend my congratulations on a great new mag. I bought issue 1 and was thoroughly impressed. Your magazine only costs £4.48 here, and the others retail from £12.95 and upwards: in your magazine issued monthly? I hope so. Your life section is phenomenal. Keep it up. My only gripe is that you don't cover the new releases as

PUBLIC APPEAL

Could you please tell me where I can get decent PD software, demos and utilities, as I can't find anywhere that sells them? Can you please reply, as I'm desperate to get some PD software?

P Overall, Chedderton, Oxford

■ Every month in AMIGA FORCE we run a PD section, and each column contains several "sorted" pointers, usually giving the addresses of any PD companies whose games we're featuring (we don't cover utilities as we're a 100% games-only mag). Send an SAE to any of them and they'll happily post you their catalogue. So far we've given details on *Bewly Zone*, *T7-Git Software*, *Danisco*, *1632 Club*, *Roberts Smith PD*, *Rock-Up PD* and *Daga*. We (the addresses of which are in the point to you in 1 point) if anyone knows of any more — or if you ARE a PD company and don't already want to do so, for inclusion — we'd be delighted to hear from you.

Steve

SIMPLY STREETS AHEAD

In issue Three you told the dragon punch for *Run-Ran* (*Street Fighter*) it was hard to overcome. I must. All you do to pull down on the joystick for ten seconds, push up and press the fire button. Easy huh? It takes it the dragon punch anyway.

By the way, for the car something I'm really easy if you're Maria — just move to different

ON THE PULL

Correct me if I'm wrong, but don't you pull back on an airplane joystick to climb and push forward to dive? Then why does the *Quickshot* Aviator stick work in the opposite way to a real one? Is it technical? Can I alter something to put it right? Also, I only ever use my *ARMS* for games — especially simulations. Would a memory upgrade be of any benefit, and if so, in what way? Finally, why do programmers use mouse control instead of joystick even when the latter is more suitable, eg in *Apex*?

I'd be very grateful for your comments and congratulations on a great mag.
Brian Mitchell, Stoke on Trent

■ About an interesting letter at last. After a quick call to *Quickshot* I managed to glean the following info. First off, you've bought a dual. Yes, a very small number of Aviator joysticks were found to be faulty and, unfortunately, some of these escaped onto

positions around it and so forth yourself.
Martin Howkins, Salford, W. Mids
PD: I like the games with your subscription offer.

■ Cheers Martin, well worked out. According to the instructions that particular move is achieved in the extreme end, and your joystick appears to work perfectly, perhaps that is why we never actually managed to execute the move properly. Anyways, lots of any other moves that aren't included in the instructions?

Steve

LOOKING FOR SOME ACTION?

Dear Sirs,

I'm writing to complain about the amount of advertisements in your magazine. Last month you printed *Action* *Happy* which, but this was quickly dropped. Please would you include this feature in future issues.

There are some of the games I need help with on the *Action* *Happy* — *Assault*, *Leviathan*, *Alan Brown*, *Project X*, *Worldwid*

and can't do them.

Anyways, I hope you can solve some of my problems and I can't wait for issue Two to get the answers here.
Adam, NSW, Australia

■ O day, cobber, glad you like the mag. If anyone can help Adam out with the games he's stuck on, please do — I'll place any tip in the Tips Bits section, okay? Oh yeah, we only cover the very best PD games each month, so if you're dropped for cash at least there'll be one decent blast on offer.

Steve

the shelves before the deadline was spotted. Your stick should, of course, respond in the way you expect it to be: back for 'up' and forward for 'down'. There are two options open to anyone who's purchased one of the 81-stick first batch. You can either dismantle the device yourself and simply swap the sticks out at home — a very simple procedure. Cuckoo!oh! claim — or return the faulty stick, along with a brief accompanying letter detailing the problems (and clearly stating your own name and address) to Graham Walter, Cuckoo!oh! Europe Ltd, Turf Road, London NW7 6DH. A replacement will be sent by return of post, at no extra cost, and Cuckoo!oh! would like to apologise for any inconvenience caused. Okay, you're forgiven.

A memory upgrade wouldn't make any difference: as the A500 already has 1Mb set to the best of our knowledge, no 10-bit Amiga games utilise any more than that. And mouse-controlled games? Who knows the workings of a programmer's mind?

Steve

Treas, 65 Fidd and Joe And Mac
Lee Mily, London

■ When you complain about the 'amount of advertisements', I assume you mean that there are too many of them, and that the Action Replay feature was dropped in place of a better one. Well this time, in fact, there, the Action Replay feature is an occasional item

which, while helping A500 owners who also own one of David's little marvels, is wasted space for any A500-owning readers (there's no part in the A500 which will accept the card) or A500 owners who don't have a card. Obviously, you're one reader who definitely benefits from the scheme, and at least 10 make you don't. If I receive over 250 requests demanding that the Replay feature become regular, I'll do just that. If not, it'll remain an occasional 'special', at 250 readers write in to say 'drop it completely', it'll have to simply 'disappear'.

Steve

CHEAT CHATTER

I'd like to know if I can send in cheats if they're not intended for the 'Tip-It-All' section? If so, please could you print your address in the next issue?

I have some cheats that may prove useful to fellow games players. The first is for *Shinobi* (another good budget game). On level 2-4 when you get to the boss, a helicopter, pause the game and type

hahagapertadapahhah. When you do you'll be transported to the next level. This cheat didn't work on my A500. I think it might be something to do with the fact that I don't have a numeric keypad. Another thing — to access the game use F10, not F as it says in the instructions.

In *Wipe 'N' Out* — *European Rampage*, when playing any opponent, pressing F10 ten times forces the opposition. You always win.

If you want infinite lives for *Tomb Raider*, you load the game and when it says press the, don't — instead, press: HE, LP, 1, 1, 4, 2, Esc, Esc, Esc.

To get back power in a one-player *Street Fighter II* match, move the golden cow. *Blades* and type *POWENCE*. Press F10, and there will be no end to your power bar.

To skip levels on *Tomb Raider 2* pause the game, press all the keys and resume play. Esc, now skip levels.

The winning code on *The Addams Family* in *BLUZE*. Choose the letters carefully by selecting the password option, entering the code, then starting the game.

Can *Scrabble* be bought for the A500? If so, where?

Why don't you have demo disks on your magazine? Finally, why did *Rise* make *Tomb Raider 2* fit the same as its predecessor? Sorry about all the questions, and I hope you like my tips. **Kevin Dickinson, Penrith, Cumbria**

PD I like your magazine, it's just the right price and you get a good read. The cheat cards are a very good idea.

■ Thanks for the tips, Kevin, I've left them in your letter as an example to other readers — all tips are gratefully received, and sent them to the usual address. If any can't wait, look for our Cut-Out W Cheat section (most of which are provided by readers, in very much the way I'm sure you in the Tip-It-All section. Tip-It-All isn't reserved exclusively for solutions. Just have

IF ANYONE CAN... TURRICAN!

I got the first issue of AMIGA FORCE and read the cheat for *Turrican 2*. Lo and behold, I didn't work. I kept trying for ages but it still didn't work. Can you explain this (perhaps by post because I sometimes forget to buy AMIGA FORCE)?

Mark Sakerell, Sarnham on Crick, Essex

■ Er, yes. You're right, we got it wrong. Kevin Dickinson from Manchester (see his letter somewhere in this section) has sent in the correct cheat. Though, (a) why not try that? Had you enclosed a SAE I would have gladly posted you the cheat — as you didn't. I haven't. Besides, how dare you miss out, as one of this esteemed organ?

Steve

already been asked him, it's a tip we'll use in time for your column. An A500 version of *Scrabble* is available, which isn't what I'm looking for either, please, but don't forget to activate the version you want. We don't have demo disks on the recent books as (a) we think they're a waste of time, and (b) as there they're a waste of money! We only cost £1.95, and that's because we don't carry disks. Okay? And *Turrican 2* isn't the same as the original. It's very similar, of course, but sufficiently different to warrant the extra price. I've read the first one, in fact we've even had the sequel just about last the edge.

Steve

A WEAK POUND

Your mag is great, excellent etc. BUT, in issue 1 you said you wouldn't review a game in AMIGA FORCE unless it was good. You did — for example, *WWP 2*. I think I've paid that sort of up to scratch should be put in a category called 'The Great That Didn't Make It', with a percentage below each one.

Your tips are good but they're for games I don't have! *Proad* (old me, a 13-year-old Amiga freak who wants lots of good games, but only gets £1 pocket money per week) Life isn't bad, is it? Tell Ol! Hey to keep up the good work.

What should I say to my classmates when they beg me for talking about my Amiga and *Scrabble Soccer 2000* is out? By the way, I didn't enter the *Scrabble Soccer* competition (as I'm too good) 3-2 against Turkey, for example. **Gillie Scaze, Scotland**

■ The lead singer of my all-time favourite band is called Dave, though he spells it differently. Anyway, best games. You're right, we were going to avoid reviewing what we considered to be dull software, but public opinion made us think again. So now you can expect to read reviews of EVERY Amiga game released.

TOMORROW'S BATTLES

I've just bought the game *Future Warrior* my Amiga 500 and am having difficulty in getting anywhere. Not being one to read the manual, I immediately set about trying to save the world without the manual idea why, never mind how. After I'd entered the building through the half-open window and collected the key, the invulnerable, the paste, bag and filled the empty bucket with water from the tap. I found that I had a few problems. I couldn't get out of the room I've told everything, including using the invulnerable on the boss, to do no evil. Eventually I actually managed to looking at the manual only to discover that it gives you step-by-step instructions on how to get to the door and then says that you should carry on from there, exactly where I'm stuck.

I know you must think I am a complete duncie but I'm at my wits end. Please could you help by printing my letter, or at least the relevant part, in your Tip-It-All section?

D J Wilson, Littleover, Derby

■ A tad long for Tip-It-All and, since five playstyles are a bit much, I'll help you out here. Basically, you need to get into the room on the right (not the boss's office). To do this use the full bucket of water on the door to the office. If you do it correctly, you'll see that your character places the full bucket atop the door (which is open). Now when you attempt to enter the room on the right, the boss comes out and gets a jolting, enabling you to slip in and see what's cooking (although it doesn't lead to a kitchen). This should see you, fairly on your way, although if anyone has a complete solution I'd be grateful for it.

Steve

LETTERS

AMIGA FORCE (although we'll only donate loads of space to the games we most desire).

I should have written somewhere about your pocket money if I were you. One pound a week is a disgrace! Do any other readers spend ten or more pounds weekly pocket money? I'd be fascinated to hear — maybe we could have a strong points article on something. Or says I intend for in response your words of encouragement, and just tell your friends at school that if they think your Amiga's funny, they should wait till they see your paddy! **David Stone**

GET OFF MY BACK!

As many others have said, congratulations on an excellent mag. However, I would like to make a comment or two.

In just tonight's issue I got your mag and was delighted with the excellent *Language 2* special. I was just where to put that on my rack. I thought, 'Oh then I must read this. Concern I read the poster, but have to lose half of the *Chess* (yawn) and *Big Size 2* (yawn). This also happened in issue 1 — the Code poster had part of the *Bill* section on the back. I find this very annoying. Please could you put advertisements on the back instead of something which can be kept for future use.

Secondly, I think this business of giving games in percentage is a good idea, but (as it says in the survey) you should do a percentage for each aspect of the game, graphics, sound, gameplay etc. I am sure that if you do decide to have percentages, you should not have different people giving their opinion on the game as this gives a broader view to the reader. **Anthony Edmondson, Ayrington, Lancashire**

■ Fair point about the posters, Anthony, but what can I do? Advertisers simply will not buy space on the backs of posters, and without ads the cover price would have to increase.

BODGE-O-MATIC

Dear Steve

Alright I can't believe the bodge-o-matic case you published in reply to Paul Fowling's letter is quite it! Bodge o-matic modulator (yes with a bond) That's the surest way to get rid of the pins bent, misaligned or broken (as an electronics technician I should know). The disclaimer you published went a step more into technical qualified persons doing lots of damage trying to repair a bent pin. Here is a qualified view of how to cure a slightly 'bodge-o-matic' pin or two.

Careful! With all plug-in/plug-outting any connection on your Amiga computer system is always, repeat — ALWAYS ensure the mains power is switched off and disconnected.

(1) These pins are quite brittle — too much bending and they snap off, requiring a complete (and expensive) plug change.

(2) The best way to bend a pin straight is by sliding a small tube over the pin and using it as a guide. You can get an appropriate tube by removing the bottom end from a

12 tip, as the body is a plastic tube. Slide the plastic tube over the bent

pin and gently ease the pin back into place (the key word is gently). Apparently Amiga modulators are as common as rocking horse excrement so take great care of yours!

Steve

TWELVE HUNDRED HEADACHES

I got an Amiga 1000 for Christmas. It's shared from friends with a powerful and totally excellent machine it was, so I parted with my hard-earned cash and Christmas money, and my dad of Mega Mega Drive and bought one. The only problem I have is wondering if I made the right decision. Recently bought the excellent *Lotus 2*, but much to my dismay it wasn't compatible. I now had *Lotus 2*, *Speedball 2*, *Sea Lord*, *Street Fighter*, *Street Fighter II*, *Demolition Man* and quite a few other titles, but they didn't work either! I bought a disk from a PC company called a *Robotica* which supposedly is an Amiga, but this doesn't seem to make a difference.

Please could you tell us if there's a way of getting these games to work on my machine, as I'm getting sick of being told when I am using my Amiga and Amiga having friends. Am, do you think any of these games will be converted into the Amiga?

Robin Foster, Thomas, Essex

■ This issue's special A1000 software buyer's guide should give you up to date, Robin, but if you can't understand it how some of the games you mentioned haven't worked — that anything loaded up successfully on your machine? We've been playing *Street Fighter II* on the office A1000 for a while and never had any problems. All can suggest is that you return the machine to the retailer and have them check it out... some of the early A1000s had minor faults which Commodore have done their best to remedy — could be that you've bought one of them.

Steve

pen and gently ease the pin back into place (the key word is gently). Apparently Amiga modulators are as common as rocking horse excrement so take great care of yours!

(1) Address modulator with power plug or socket problems to take them Amiga to a repair shop. A friend in the trade says (joking) the power socket is the number one way to give your computer a terminal case of death.

A good tip is to have a permanent set up for your system where you don't have to unplug it at all each time you sit down with using it. This is a far better way to use it and reduces the likelihood of stress on the various connections.

Sorry to go on, but your cure could cause readers to do major damage to their machines. However, I do like your mag. Only ten pages of adverts, extremely bright visual pages, no expensive boring copyright and squillions of letters/emails and no cheap cable! **David Edwards, Baffins, Norfolk**

Er thanks David. Kevin will bubble techno tips in the mag again. **Pranee**

Steve

TIPS BITS

■ On *Robotica*, I'm stuck on the Green Hill. It's a real nightmare! Is that a bad play? Could anyone give me a cheat to win easy?

Sam Harrison, Gwent

Yeah damn right it isn't a bad job — can anyone help me out individual?

■ I am a Clary fan who loves *Clash of the Titans*. Trouble is once I've given the motor to the tyrannian and I've got the them, even the lion, the boat moves too fast for me to board it and I can't get back to the castle!

Robert Langley, Cotenwood & Tyne & Wear

Alright Rob, force yourself, it IS possible to catch that boat, you just have to be at that point. Just get your teeth and keep trying, even if it is a surprisingly training!

■ Loads of people seem to be stuck on *Shadow of the Beast 2*, so we're eternally grateful for these tips from Andy Nicholson. Gilly says I forgot to include his name and address. Though, as his true name of AFS stays in the office, Adam Walscott also said sometimes for the same game, although they weren't as comprehensive — Frank says, Adam.

After entering the chest (ten pit), go left until you reach the man saying "HELP HELP". Then, hit, in the first which he's saying then type "TAPPS". He will tell you which lever to pull. Go down the stairs and take the first — a first game over you. Go back and hit it before it cuts the rope. Wait at the end of the platform for the man with the rock with rope. Hit him, go off again running through the rope. Hit the other guy, get the key, go left and up the rope. Use the key on the door. Keep going right NOW pull the lever on instructed and go up in the pipe. Go right to the chair, jump on it, go down, jump again, quickly hit the lower switch before going back up chair. Go right and get the key (I don't know if you need this) and back to the lever. Go left and use the lever to pick up the rock, jump it on the spike and push it into sea sea. Slide up the rope, jump off onto sea sea and run to the rope. The page takes you up to the monitor. Repeat the guard and he tells you the password.

To use the password you must go back to the man with rope. You see a line of always the ground — jump on it. If you jump too high you end on a rock. If you jump too low it isn't Great. (PS. Only any one know how to give the money to the boss)

OK, I begot — you think once before you get in the picture, they're all above you eventually!

■ Do you know any cheats for *Penelope* (yawn) and *Madagascar*?

High, Baffins.

(PS. How about some more Amiga Replay cheats?)

■ The only tip we say for *Madagascar* is this one. Go through the slide on "strongly" for an extra life. Run it right, and I repeat a lot of *Penelope* (yawn) you know where to work it.

Get your questions AND solutions off our e-mail your addresses. The Bits and mail can be in the second edition. If it can't be on the site, e-mail a full name, your home,

THE GUIDE TO THE GUIDE

Welcome to the A1200. **FORCE** guides to A1200 compatibility! We aren't making ridiculous claims about featuring every game ever — that's an impossible task, and to claim otherwise would be cheating our readers. We'll leave that to the other mags, and describe this feature in exactly what it is — the most comprehensive guide to A1200 compatibility EVAR!

Obviously we haven't had time to test all these games — we've relied heavily on information from the software houses, who've listed the games for their own records. Here it comprises indicated whether or not the CPU cache must be disabled before their game will load. Whenever possible we've indicated whether this is the case, but if your favourite blazes won't load even though the guide says it should (by using this method).

Even if your favourite games seem completely incompatible, all is not lost. There's a Peabody program called Retoback that effectively downgrades your Amiga 1200 to a good old A500. Nearly all games load using this (the programmer's claim, IRL), though obviously they won't then take advantage of the machine's faster processor. Don't worry about it damaging your computer either — it's effectively irrev-
ersible!



HOW TO DISABLE THE CPU CACHE

1. Turn on the A1200 while holding down both mouse buttons.
2. Select 'BOOT MENU' and disable both the memory and the disk cache, then return to the main menu.
3. Select 'GRAPHICS MENU', select original graphics chip and return to the main menu.
4. Insert the game disk and select 'BOOT'.

1

Separate the guide from the rest of the magazine with a good, hard tug — if it tears, mark out and buy another copy of the mag immediately.

2

Fold the whole thing in half, making sure you've got the pages in the right order...

3



help you) and cut along the dotted lines as shown...

4

...and staple a couple of staples to hold the whole thing in place. Hey presto, you've got a great guide to A1200 games!

THE A1200 GUIDE ASSEMBLY GUIDE

TITLE DISTRIB. PRICE A1200 SPECIAL COMMENTS VERSION

Spelling Bee	European	\$25.99	Y	N	***
Serifical	Aliso	\$25.99	M	N	***
Spies in Transylvania	CodMasters	\$7.99	Y	N	***
Sportsmen	Europe	\$29.99	Y	N	***
Squad	Yorick	\$25.99	Y	N	***
St. Region	Aliso	\$3.99	Y	N	***
Stack 'n'	Zeppelin	\$7.99	N	N	***
Stop The Sign	GoodMasters	\$7.99	Y	N	Double CPU cache
Striker	Alternative	\$7.99	N	N	***
Strategy Masters	Aliso Soft	\$25.99	N	N	Some games incompatible
Strut Fighter II	US Gold	\$27.99	Y	N	***
Strider	Koax	\$9.99	Y	N	***
Striker 2	Koax	\$9.99	N	N	***
Striker	Rage	\$25.99	Y	N	Double CPU cache
STUM Runner	Hi Squad	\$9.99	Y	N	Double CPU cache
Stupides	Action 16	\$7.99	Y	M	***
Super Blue Area	Ties	\$23.99	Y	M	Performance
Super Calculator	Ties	\$25.99	Y	N	***
Super Fighters	Doan	\$25.99	203	N	Only WWF title
Superfing	Team 17	\$25.99	Y	M	***
Super Hang-On	Hi Squad	\$3.99	Y	M	***
Super Scramble	Smile	\$3.99	Y	M	N/A
Super Seymour	CodMasters	\$7.99	N	N	Not 100% compatible
Super Twins	90	\$5	N	M	***
Supercars	GPH	\$9.99	Y	M	***
Suspect Cargo	Guerrini	\$25.99	N	M	***
Swamp	Ties	\$25.99	Y	M	***
Swishbuckle	Koax	\$3.99	Y	M	N/A
Switchblade II	GPH	\$9.99	N	M	***
Swim	Koax	\$3.99	N	M	***
Tennis Cup	Logical	\$19.99	Y	M	Double CPU cache
Tennis Cup II	Logical	\$25.99	Y	N	Double CPU cache
Teminator 2	Hi Squad	\$3.99	Y	N	***

TITLE DISTRIB. PRICE A1200 SPECIAL COMMENTS VERSION

Ultimate —	Hi Squad	\$3.99	N	N	***
Utopia Designer	Ocean	\$24.99	Y	N	***
Utopia Command	Utopia	\$24.99	Y	N	***
Utopia 2	Parsons	\$24.99	Y	N	***
Utopia 3	EA	\$24.99	Y	N	***
Utopia 4	Koax XL	\$11.99	N	N	***
Utopia 5	Smile	\$25.99	Y	N	Double CPU cache
Utopia 6	Utopia Soft	\$25.99	Y	N	***
Utopia 7	Hi Squad	\$25.99	N	N	***
Utopia 8	Guerrini	\$25.99	Y	N	***
Utopia 9	Logical	\$25.99	Y	N	Double CPU cache
Utopia 10	Smile	\$25.99	Y	N	Double CPU cache
Utopia 11	Smile	\$25.99	Y	N	Double CPU cache
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Utopia 100	Smile	\$25.99	Y	N	Double CPU cache

TITLE	BOB TYPE	PRICE AT 1000 SPECIAL	COMPLAINTS	VERSION
Putty Phoenix	System 3 Hit Squad	\$25.99 \$9.99	Y Y	M M
Quattro Fighters	CoolMaths	\$7.99	N	M
Quest Of Agmarin	CoolMaths	\$7.99	Y	M
R-Type	Hit Squad	\$9.99	N	M
Racco Central	Racco Hit Back	\$7.99	Y	M
Ragnarok	Manager	\$14.99	Y	Y
Raiden Warrior	Manager	\$19.99	N	M
Rainbow 3	Hit Squad	\$9.99	Y	M
Rain	Shawn Business 32A		Y	M
RBI 13	Hit Squad	\$9.99	Y	M
Red Heat	Hit Squad	\$9.99	M	M
Red Zone	Reigns	\$29.99	Y	M
Reigns	Hit Squad	\$9.99	N	M
Reigns 101	Quentin	\$29.99	Y	M
Red Dragon	Rico	\$3.99	Y	M
Red Dragon 2	Rico	\$9.99	Y	M
Ridin Hood	US Gold	\$29.99	N	M
Ridin Hood Legend	CoolMaths	\$7.99	Y	M
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TITLE	COS TAIL	PRICE A 100	SPECIAL VERSION	COMMENTS
Crashdown	Kiao	\$9.99	N	****
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D-Generation	Mindscope	\$29.99	Y	****
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Duke Thompson's				****
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Droptopang	Gems	\$25.99	Y	****
Dragon Ninja	Hat Squad	\$3.99	Y	Double CPU cable
Dragnet & Lur II	Empts	\$14.99	Y	****
Dragons Of Flame	Kiao	\$9.99	Y	****
Drawn Team (C)	Coast	\$24.99	1/3	Only 1/3 words
Driller	Kiao	\$9.99	Y	****
Dragon's Maw!				
Drums Spring Back	Pneumats	\$25.99	Y	****
Dyna Blower	UFO Soft	\$10.99	Y	****
Easy AMOS	Eurogears	\$24.99	Y	Compatible from May '81
Ede The Duck	Zappella	\$7.99	Y	Works best in DOS settings
Ede The Duck 2 — Back With A Duck	Zappella	TBA	Y	****

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FF0407	Dragons Cave	(+)	100	FF0408	PC Tools	(+)	100	FF0446	Virus 3 Live	(+)	100	FF0482	Bartoparty	(+)	100
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FF0409	Total Info	(+)	100	FF040A	Rate Meter	(+)	100	FF0448	Advance Man	(+)	100	FF0484	Simon Gamepad	(+)	100
FF0410	Feet II	(+)	100	FF040B	Lysensor	(+)	100	FF0449	M R dynamic Plan	(+)	100	FF0485	A Taste of Use	(+)	100
FF0411	Top Secret	(+)	100	FF040C	Private 885	(+)	100	FF044A	Prejetan	(+)	100	FF0486	Hardy on Original	(+)	100
FF0412	Storyland 2	(+)	100	FF040D	Values vs Hercules	(+)	100	FF044B	Dynamic Times 2	(+)	100	FF0487	Absolute Imagination	(+)	100
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FF0414	Amiga Engineer	(+)	100	FF040F	Batman vs Joker	(+)	100	FF044D	MS2 3.2	(+)	100	FF0489	Kuma 2 (M) Fish TTS	(+)	100
FF0415	Matrix Mail	(+)	100	FF0410	Delight Dreams	(+)	100	FF044E	M32 Day	(+)	100	FF0490	Walpurgis Fish	(+)	100
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FF0417	Desktop Publisher	(+)	100	FF0412	Star Trek	(+)	100	FF0450	Defeated V1	(+)	100	FF0492	Cosmopolis	(+)	100/100
FF0418	D.E.D.	(+)	100	FF0413	Space Probe	(+)	100	FF0451	BFF Samples	(+)	100	FF0493	Desert Out	(+)	100
FF0419	Temple of 3D	(+)	100	FF0414	All the Objects	(+)	100/100	FF0452	Auto Update	(+)	100	FF0494	Twilight Zone Fish 75	(+)	100
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FF0422	O-Add Music	(+)	100	FF0417	Virus 3 Live	(+)	100	FF0455	T-200	(+)	100	FF0497	Virus 3	(+)	100
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PUBLIC DOMAIN

GOING PUBLIC

Another month, another bumper bundle of cheapie wonders, packed to the brim with economical fun. After losing in the Sensible challenge, JAMES 'We wuz robbed' PRICE never walks alone when he's got his hands on some of the latest PD software.

HYPNOTIC LAND

At the end of the day, what is a 'trivia' if it is a fairly veiled attempt to rip off another programmer's hard work and claim credit for a duplicate? Or is it merely bringing expensive (or unobtainable) software to an acceptable price, while making subtle attempts to improve gameplay?

Hypnotic Land is thankfully the latter—and if you're wondering, it's clear that it appears to borrow heavily from *Frax*. From the top and of the single-screen playing area, various colored balls roll towards the lower area, where different buckets are placed. Each



MIND GAMES

■ Feet-Up PD

To list and review every game included on the *Mind Games* disc would take a great deal of space, and an equally large amount of time. There is a lot to be said, surprisingly, the majority are of a consistently high quality.

Daisy Flower is a well-programmed version



of the classic 'game'. During the flow of water, you have to keep such fun and

one of these needs to be

filled with a specific colored sphere—achieved by placing two arrows to push the balls in the right direction. There is a set amount of points to aim before progressing to the next level.

Masters are complicated by obstacles appearing and placing rouge arrows in the path of capturing balls. More often than not, this inconvenience is only by pushing the spheres into the wrong pot. Luckily, you've a limited supply of bullets to shoot them with and it's all

controlled, so their capacity doesn't seem to be measured at least until the action gets really hectic.

Hypnotic Land is a multi-buy for portable fun, but if your attitude has cooled towards this genre (as many people's have) you'll find yourself growing tired of it very quickly.

Tomato Game—but I doubt the aforementioned when you have much to worry about. *Landings* is too fiddly (in terms of gameplay), too shoddy (in terms of graphics), and too boring (in terms of *The Georgia According To James*).

However, I don't get the whole bag by using miniature creatures plodding towards a seemingly inaccessible exit. Instead, it has miniature balls rolling towards a seemingly... you get my drift? Even the power's used to manipulate your ball's subjects fail to bring a psychotic grin to your eye.

However, credit where credit's due because the programmer does say 'fat fat' a moderate fat, he'll send out a note up to date version, with better graphics and more screens (this one has a mere six).

For *Landings* (and looking for a change, it could possibly be with the rest). For everyone else.

Assassins #59 isn't one of the best titles to the series, with the enjoyable game punctuated by two mediocre. Get it for *Ported Thriller*.

ASSASSINS #59

■ Roberts Smith DTP

Three games collectors most enjoyable offering is the (reminiscent) original *Turbo Thriller*. It is a two-player-only game, requiring skillful timing and rapid joystick movement. The screen is split into two separate, noncontiguous scrolling areas, in which the assassins are placed. Holding down the fire button gives a full and burst of speed, from thereon you're in an interesting head-to-head



duel, slowed only by a considerable amount of constant obstacles. Luckily, the ships you pilot are indestructible, and your ability to break the quota of loss isn't hampered by flying into walls at huge speeds.

However, attempt to fly into a wall while controlling the strange craft is *GG-550* and you'll be confronted by a crude explosion. As well as being deadly (it is), in terms of graphical competence, there's also a subtle task of gameplay to keep you occupied. Playing it is a simple matter of flying through the maze-like levels, shooting the occasional dodgy sprite and being careful not to collide with scenery. In fact, it's so bad that a peering

speculum has a shadow behind its hand before slipping off into the sunset, content with its lot in life.

Finally, *Landings* doesn't take the path trodden by most 'thriller', be they commercial or not. It's a blatant rip-off of the *Landings* theme with a touch of sauce from *Star*.





its last room of the original shoot during the conversion to PD. Likewise, *Chuzzleit* is another classic (but almost game-style) that works so well on the Amiga as it did on the Atari.

On the board. Sadly, you can't trim the pieces of your opponent; should you lose but, hell—you can't have everything, can you?

3D Maze and Amalgam offer few similar concepts with one major difference: the perspective. **3D Maze** offers a first-person perspective for your quest to escape. *Amalgam* plays a mouse and a plain view, both are instantly playable, although

AD&D users will find a problem with **3D Maze**—movement is controlled by the nonexistent keypad. Oh well!

There's a lot more to be seen and done with *Mind Games*, as I've just picked out a few games at random to illustrate what you can expect. Possibly the best aspect is that you can exit from one game and return immediately to the selection screen. There's no need to cancel things like you want to change games. In fact, *Mind Games* is a bargain that no-one should miss. I'd even recommend it to people usually unimpressed by puzzle games.



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Look up! *Apocalypse* is a killing 3D scene, with a 50p charge to view P&P. Yikes!

DEJA VU

7 Hollinbrook
Dorset Hill
Wigan

W14 7SD

Deja Vu only deal in Licencesware, so the CD 99 for disk and duplication, with a 50p peruse P&P charge. You can't say much—faster than that, can you?

BOOT-UP PD

32 Gurney Lane
Upminster
Essex

RH11 8DG

A £1 charge for the disk with the only additional charge being the price of the program? The snitch assigned my head.

So that's
it for another
month. Send in
any PD, Shareware
and Licenceware
that you'd like to
be featured, and
who knows?
Perhaps I'll
squeeze it in.
See ya!

ASSASSINS #25

■ 17 Bit Software



It is not exactly the most recent compilation they've done, but with the sort of requests we've had for classic arcade titles in the Amiga (the early) Assassins collection seemed to be the best one to offer the good.

Assassins is a narrowly avoided Amiga game, and is particularly good one of that. There's not much more you can really say about it other than that, but what it does, it does well.

Coppers is another great breakout clone; it's not the best you'll ever see, but neither is it the worst. As you expect, there are power-ups, opening, but for some reason the extra level sets you is supposed to be able to load save! On the disk, I'm not sure as to whether the copy is at fault, or the fact they require it then on S&P. It's a damn good bit of block bashing, and a worthy inclusion.

Mr Wobbly Lag Vs The Space Invaders is apparently regarded as a classic on the PC since — as for *Colossal* — it is in issue 1's Gomp Rubic, it's difficult to see why. Rather than just duplicating *Space Invaders*, the programmers have



made it so that you have to run Mr Wobbly Lag across the bottom of the screen collecting various

KLAKTRIS ■ 17 Bit Software

If any of you have seen *Colossal* or the *Mind Games*, you'll know what to expect from *Klaktris*. It's a game of different colored blocks falling into a well (or hole). You have to line them into groups of three so they disappear. Think how *GO* you describe a variant of a variant (*Colossal* itself is a title similar to *Tetris*). Trying not to use the words you've used before while explaining other similar games? To put it in a nutshell, *Klaktris*, although named badly, is a slightly twirling puzzle that'll hook some, and leave others thinking, 'why?

terms to improve your craft, and personal dander. However, while you do this *Space Invaders* is upon you with relentless intensity and, horror of horrors, you can't lie back.

Once you've died a few times, you finally get to take on the *Space Invaders*, and give the games a few outlets in the lower for your troubles. It's very well executed, though hampered by the almost endless task it takes before you get to see some real action.



keep you amused. I'd say it's total usability is roughly around the five-minute mark.

Finally, there's *E-Type Assassin*, another Amiga clone (obviously), only this time the programmers took the time to step up with different levels, sprites and selectable weapons. It doesn't really add much to the theme, though, as they've done the dirty and ditched the widespread play area and replaced it with a scoldy one.

E-Type Assassin is fun to play for a while, but its main fault lies in the fact that it's a simple task of collecting a certain amount of mystery objects to advance onto further levels. Even destroying asteroids isn't really necessary — and if that isn't blasphemous, I don't know what is!

If you want classic arcade games brought to your doorstep, you've got four games examples on one cheap disk in the form of *Assassins* #25. It's your worst original, look elsewhere.



DELUXE PACMAN

■ 17 Bit Software



In sick and tired of Pacman games (as I've no doubt say you), but *Deluxe Pacman* gets a mention because it's the best to date, and even offers novelties such as power-ups.

The *Shareware*, which is perhaps asking for much considering the original game's age and lack of game play, especially when compared to releases of today. Nevertheless, it's a pit-mining game you want, you'll get all this and more — it's also graphically excellent on aspect usually ignored by its rivals.



RICH PICKINGS

■ Check out the boys. Wear great launch of beds, etc.



■ Photo, just made it. After crawling back across the Channel on two engines, our heroes crashland back on the shores of England.



B17 FLY FORTRESS

Microprose,
£34.99

The latest spot television to take off from the ever-productive Microprose hangar turns back the years to 1943. The big

light is in full swing as Hitler's armies await for the planned invasion of Britain. Armadas of oil-laden bombers fly night and day attempting to break the German war machine, or at least buy a little time to prepare for the inevitable. With the RAF handling mostly night-time operations, daylight raids are the main responsibility of USAF squadrons based in southern England, spearheaded by the aptly named Flying Fortress.

B17 places you in command of one such airborne arsenal, complete with a full ten-man crew. The duties of each man, be they gunner or radio operator, must be learnt inside out if you're to hit your assigned target(s) and get home in one piece. However, prior to the action you get to customise your plane in true all-American 'big style': decide on a suitably scary name and choose a nose illustration from the

amplified selection consisting mainly of girls in various states of undress. Clicking in the crew loan brings up a nice sepia-effect photograph of the chaps in front of their machine. From here you can view each man's service record, abilities, and add names.

When happy, it's time to tackle your first mission. You'll be given a number of briefs, decide which suits you best, then you're presented with a list of the target taken from a reconnaissance plane. Studying this carefully is important, so you can recognise it easily when you get there.

The flight commences, with a view from the pilot's seat, your first job being to get the engines going and increase throttle to the max and pull back on the joystick. When in the air, quickly get into formation with the other planes (each mission involves three bombers, two under computer control) to the trip across the channel.

Tells off

Packed with excellent details (especially the outstanding title tune, between atmospheric), superb static screens and all backed up by a manual of which Shakespeare would have

A game of very limited appeal

B (Right) There they go, on their way to war. What a glorious sight! **(Below)** Here you can see the success rate of your bomber with a complete record of missions flown.

Mission	Target	Score	Rank	Comments
1	Target 1	1000	1st	Good
2	Target 2	800	2nd	Good
3	Target 3	600	3rd	Good
4	Target 4	400	4th	Good
5	Target 5	200	5th	Good



FLYING FORTRESS

been proud. B17 murders the heads of a real game. All the touches combine from the art to draw you in and create a real sense

B (Above) Steady, steady, left a bit, right a bit, steady, BOMBS AWAY! **(Below)** Relax, grab a little popcorn, and take a look at some cinematic footage of your assigned target.



A Don't get me wrong. I love Microprose games. As far as flight sims are concerned the sun shines out of Bill Stealey's back side, but unfortunately B17 Flying Fortress finds itself firmly in the shade, eclipsed by previous offerings.

The game coaxes depth, but in all the wrong places. It demands the same skills needed in a WWII bomber pilot, especially discipline in not breaking formation and doing your own thing (the results would be disastrous), but in gameplay terms, you're left with too much falling about and no sense of freedom — you're just carrying out Bomber Command's orders, the game almost playing itself in places.

If you're an aircraft enthusiast with an interest in the period, B17's for you — the presentation and attention to detail is phenomenal. One or two of our companions will no doubt say it's for airmen, while saying about the 3.5Fth version of A Type over the page. At AF we're not so patronizing, but we have to point out it is a very special of interest sim. Personally I'd rather fly a fighter according to the

B-17 FLYING FORTRESS
MICROPROSE
£34.95
1 PLAYER
FLIGHT SIMULATION



TIP TIME! Learn to switch quickly between crew members, especially during combat. Make use of the autopilot.

B Dual joystick motion makes this one for ardent flight-sim fans only

68%

RICH PICKINGS



SUPERFROG

Team 17, £26.99

Since the console boom there's been (perhaps predictably) a fair few attempts to out-some Sonic (2000). Fearless Frogs, etc. The newest (at the time) is Superfrog.

Having started out as a handsome prince, our hero's life was looking pretty rosy. When he was betrothed to a beautiful princess, it seemed the stuff of fairy tales. But, of course, the story took a bitter twist. The obligatorily wicked witch of the locality took an exceedingly dim view of all this

spunky platform land, brimming with colour, but also curiously tedious. The doc being to reveal all the coins found dated around the level, thereby opening the level's exit. Most coins can be holed by jumping on them but things are made easier by looking directly into said... a curious green creature who, when taken, lets enemies (in context). Also available are wings, enabling froggy to fly a short distance, and plenty of... accessible to too up that all-important energy bar.

With six worlds, each composed of four sizeable levels, Superfrog offers very respectable VFM, though there are no historical gurning/brainthoughts. A full-screened submarine after every level breaks up the proceedings agreeably, also giving you the chance of boosting your score and winning bonuses. The option of an early death allows you to become familiar with level layouts, but that too is derived from the mental game in which Superfrog dashes and skids around like there's no tomorrow.

“Superfrog dashes and skids around like there's no tomorrow”

Some what unhappy with his new existence in that life form, he became an endless depression for the crowd (one last, one day a strange code floated by, inscribed on its tail was the mystical word, LUCASOZD! Drinking deeply of the orange liquid, our amphibious ally underwent a strange change. Superfrog was born!

Sometimes unhappy with his new existence in that life form, he became an endless depression for the crowd (one last, one day a strange code floated by, inscribed on its tail was the mystical word, LUCASOZD! Drinking deeply of the orange liquid, our amphibious ally underwent a strange change. Superfrog was born!

Leap into action

After the amusing (though less than awesome) cartoon also you're plunged into another super-

derived from the mental game in which Superfrog dashes and skids around like there's no tomorrow. A useful welcome addition to the formula is the inclusion of level codes to assist the boredom of playing through stages over and over. With a little mapping thrown in for good measure, this is one anybody can enjoy. Just think, it's a tadpole!



TIP TIME! Running into some walls opens up secret passages to treasure rooms. (aka keep trying it)

Next touches shown in this leap around 'n' grab everything platform paper. The screen on the right is just such a clever graphical device we simply had to show it to you!



Below, the inter-level fruit machines can award extra lives... but there's no badge feature as stated in, ahem, a rival mag. Maybe if they'd played the game (not just the demo!) they'd have got it right!





■ Talk about derivative! Superfrog borrows ideas from virtually every platform game going. Collecting coins, a sort of yo-yo, and jumping into bushes reveals (to reveal hidden coins) is vaguely reminiscent of an Italian plumber's exploits, while the high-powered springs, tubes that suck you up and (obligatory) balls on chains bring to mind a certain hedgehog. (Is it a crap, right? No way!) The programmers quite happily admit it's intended to be a classic example of the genre — and it really is. There are one or two innovations, like the way you can fall into instantly lethal spikes after hitting a nest in red — or after jumping into the unknown. On the whole, though, it's extremely playable (stuffed with plenty of new features on each world to keep you interested). The addition of pass codes avoids the repetitive frustration of other platformers, granting long-term appeal. Fun, funny and furious, this is a price among frogs.



■ SUPERFROG
■ TEAM 17
■ £24.99
■ 1 PLAYER
■ PLATFORM



■ Hand-butting wells is essential — hidden passages abound, taking you past obstacles like these...

■ The springs can elevate our hero to inaccessible parts of the map... if you bounce off this one, though, you'll find a nasty surprise at the top. Ouch!



■ Forget innovation, and originality — playability is the name of the game! **88%**



RICH PICKINGS



CHUCK ROCK 2 - SON OF CHUCK

■ Core Design,
£25.99

Fantasy is a little old-fashioned, and it looks as if her throne here mightily spurns the popular teenage magazines from which it came. So the time has come to visit the world of computer games. Long did we wait! No longer do we "Praise God" — that's an old and outmoded concept. I would store the, then days we "Praise God," even though we of the Amiga-gaming community aren't in possession of such a bulletin. If there's anything, it's still the same old case of picking the five button, upon which (unless other than just you dive into distinctly commonplace platform games. Like Chuck Rock

“Won't hold the attention of most seasoned gamersplayers for very long”

manipulate the scenery to his benefit. However, even better are the fantastic graphics, with some monsters even too screen-high and beautifully animated. There's also a platform of bonus screens to add a little variation — not to mention the impressive end-of-level routines.

Checking away

To add some, the programmers have incorporated several creatures or objects to help you get through the many levels. These range from dinosaurs that can be mounted and ridden on, to Ragnin the Rock

Later when it's out of sight out back, to ensure a (possibly) safe journey for Chuck Rock's plucky son. You'll soon find that the little one's club is just best piece of weaponry, although how he manages to swing it is beyond me — whatever it's been taking, I want some!

Graphically and musically outstanding,

Chuck 2 won't hold the attention of most seasoned gamersplayers for very long. It's got a lot of positive points, but ultimately the lack of level codes results in too much playing through unimpressive early levels. As the game progresses, the standard of the platform action increases — unfortunately, so does the difficulty. This aside, if you've got either of last month's stormers (Dynamix's *Worlds*) and are hungry for more bouncing and stuff, you won't be too disappointed by Chuck 2.



TIP TIME Try exploring the areas the "hidden" items are in.

■ Dreary, washed-out graphics do their level best to enhance what little attraction this simplistic platform holds. I'm not saying it's dire by any stretch, there's just so little variety in the gameplay. Hidden bonuses make careful exploration a little more rewarding, but a lot of passages mean much mugging through already fully explored levels. This wouldn't matter with drill-a-minute action, but during completely dense baddies attacking in the same old same every game gets seriously repetitive. Nice level and guardians help proceedings, but not to the point of saving an occasionally boring always over-age title.



■ CHUCK 2
■ CORE DESIGN
■ £25.99
■ 1 PLAYER
■ PLATFORM



■ Not a bad bounce, but soon becomes tiresome

78%



■ Zeppelin Premier, £25.99

If you thought *Lemmings* was a bit slack, you haven't meeting dim passengers of the SS *Luchter*. When the ship is holed by an sinking near Greenland, it's time paying guests go to work. Instead of hanging for the lifeboats, they invade the first-class-filled engine room where 70,000 gallons of fuel just wait for pouring into the hull.

Personally I'd sit the life rafts down, but here *Wim* the Captain is made of sterner stuff. On each of the 80 vertically scrolling levels, he jumps around platforms, climbs up ladders, and bungs on oil drums in his effort to save the passengers from a rising water level — and other hazards. Like *Lemmings*, the passengers walk amazingly fast, so the game's walk-and-ducking platform. To get them moving the right way, *Wim* must press switches to operate conveyor belts, drop bombs to remove obstacles, and even pick up crates with a magnet to lure ladders over him and try water. The passengers must be guided to the exit before

the rising water drowns up — the only hope that is to throw them emergency air mattresses. If all else fails, give *Space* to activate your only rescue thingy.

That sinking feeling

If that all sounds fun, that's because it is. I thought not as tenderly perplexing as in many other save-the-shipps, the rapid escape-oriented levels are generally well designed. Early ones get you used to the controls and the basic faced-avoiding tactics, while later ones give you little time to think as you must perform smarter tasks very quickly if you've had it. This is fun enough — nobody likes a game to be too easy — but it ultimately causes frustration.

Although the game offers brief passwords to try and avoid this problem, I got fed up with the lengthy clock advancing after using all my lives. It was then that I realised what a stupid idea this

Levels are generally well designed

was — what's the point of going back to the life screen, repeating a password, only to return to the level you just died on? It'd be much more sensible if you were allowed infinite attempts at each level, as in *Lemmings*. This might seem like a minor flaw, but when you reach a really tricky level it gets extremely annoying, and severely reduces solvability — instead of wanting to instantly try again, you wonder whether it's worth the bother. If the game were really brilliant it might be, but *Sink Or Swim* really isn't that good.



THE TRICK? To get passengers past obstacles, switch the camera to left to reveal — then only change the direction when it's safe.



SINK OR SWIM



■ Right. Turn the green beams red to safe! Below: This is what one of the early levels looks like — they get harder, though...



■ And verily did a game arrive, offering (nearly) a happy hour of waster wading — or so it seemed. The people of the office where played, as I noted as if the demanding god of software-publishing had smiled upon them, and their taste for heroic antics could finally be quenched.

After first-hand experience of annoying teams, the people began to wonder: could this be a testing of hydrophobia, arising from the pits of their souls? Granted, it was a mild test, but everyone soon decided that the wasty, tedious *Sink or Swim* offered them the real by frustrating gameplay and annoying design glitches. So they moved their tale at the way and shouted: "Why can't we stay on one screen until we pass it?" After all, we only have to skip across before re-entering the given password. *Lemmings* let us, and that's years old! They had a point, you know... 

■ SINK OR SWIM
■ ZEPPELIN PREMIER
■ £25.99
■ 1 PLAYER
■ SAVE/END-UP



■ Overpriced and overrated, down by 50% according to...

72%

■ IMAGE: S&P ■ JUNE 1993 ■ 47

ENTITY

RICH PICKINGS



■ The backdrops are fairly attractive, but animator's a bit rough — particularly on these big superbaddies.



■ **Loricel,**
£25.99

The main character in Entity just happens to be a busy young woman with very little clothing. Did we mention this poor girl's bound to have in her share of breasts anyway. Well when you think the action is intense (particularly I think it is) there's a refreshing change from all those murder-bound breasts. It's just nice.

If you're looking for crude humour, forget the graphics and take a look instead at the cinematic action. On the first of five horrendously scolding levels, the rather thoughtless heroine (Jennifer) walks alone, wearing dresses and periodically with her energy bolts. It's minority entertainment at their conventional (and equally huge) odds. Most — only then the busy girl was armed with a whip. If anything's worse it's the way most with female stars turn out to be so dim.

Things get harder, but no doubt for Jennifer as later levels where she slips a home, you have through a home, down into a huge cave where entering the esotericistic cave. Flying power-ups can be collected, along with temporary

invulnerability and "light" while performing where others pieces of a magic scepter are hidden. This is revised to light and end-level superbaddies — the first one is the heaviest. Entity itself.

Utter nonsense!

What makes Entity so frustrating is its unresponsive controls. The battles are hard enough to avoid (just

There isn't much exploration

impossible), never mind having to contend with a tedious jumping sequence. If you don't instantly obtain the magical scepter, Jennifer loses. Unable up and walking! This is too much when keeping between platforms, but incredibly infuriating when trying to jump the rocks over "enemies" one after another, you end to your death.

After a handful of ones I completely lost interest. Apart from climbing the odd set of platforms, there isn't much exploration as you don't really have any choice where to go. The graphics aren't that impressive with pixelated and fairly crude animation on the battles. It never very well but — when compared to the likes of Jim Power (by Loricel).

Some people may put Entity down as one of those "horror" games that isn't scary — but a bit weird — it's simply not.

ENTITY is very...
Loricel
£25.99
1 Player
Arcade Adventure/
Shoot 'em up



■ So much for the busy main action, Entity plays like a dog's job and a bad bedtime.



Admirable graphics and possible sound don't make a game after all you can only observe for so long before losing the need for interaction. I've no doubt many Amiga owners will find the point about Entity's acutely clad action, but leave it to you to decide what I'm implying then.

In the long run, this should be considered adventure hybrid since the lack of interest in the playability front. Games that create situations where you're in no matter how badly you're mismanaged among me — and Entity is a classic example of this woefully infuriating and unimpressive category.

If you want a little adventure with your playing, save many games for Delphine's Flashback — the English version will be released this summer and we're really looking forward to it. Not so much that we'll review printed copies of foreign versions, but still, not everyone's so conscious as to see they're in.

ENTITY
LORICEL
£25.99
1 PLAYER
ARCADE ADVENTURE/
SHOOT 'EM UP



■ Don't be fooled by its front end, buy this and you get the best game!

57%

INTERNATIONAL RUGBY CHALLENGE

■ **Domark**, £25.99

ried me, I really had never been a favourite sport of mine, ever since I was made to stand in a dusty field of a bitter November rain, an undeserving 14-year-old with goose-pimpled legs and growing resentment toward mercenary games teachers. So, it was with more than a little apprehension that I undertook to review *Demetrius and the End of the World*.

cup competitions, scoring, free goals and corner kick goals are all there and naturally a two player online football and grudge matches. During play almost any move you can be played in fast motion and even backwards if you wish. At any time match stats can be viewed, showing possession, successful tackles, etc in percentage form to give a clear indication of how you're going. So there's all free and finally the most well done, WFC recreates the spirit of football in the real world.

What a diurnal offering this bit bilingual presentation holds you. It's a game which graphically sounds. An astonishingly terse free-colour display for the match insurance, and how safe? Especially consider these:

no texture to the grass (giving a sense of playing in a strange other world—wherever). It's just plain green—you'd think the programmers could have got a few horizontal and vertical white lines scrolling smoothly. How anyone can change 28 quid for a game looking not unlike a rope 3-6 ft from years ago is a mystery. Could it be that practical folk've been too slow to produce a game of astounding depth, with dozens of play options, intricate passing and a myriad of players? No, it's all to be ignored. Bottom-dwellers

draw-
s are
needed

There is undoubtedly one of the worst Amiga games I've ever played: my truly awesome on-line, ludicrously overpriced action game considers the amount of quality software coming out for under a fiver! I wouldn't suggest even this most ancient of ugly line-ups with the needles for a game's release on ST/Amiga or in the near future.

**Bottom-draw-
visuals are
complemented
by equally lawly
playability**

■ (Hobbes) The country
seems too plenty of
pillages. (Miguel) Making a
fortune out of this is easy.

■ (Left) The All Stocks on the Ball Over the Hill for an easy try — no clever passing moves are needed to bypass a helioly fronted defense. You don't even need to pass.

■ I know rugby league is a far better sport than soccer, but soccer is the most popular sport in the world. So I'm not too much liking to teach American students. American's World Class Study showed soccer to be a very popular game with many of the kids and parents. So I'm going to teach soccer and American's World Class Study. Soccer is a very popular game with many of the kids and parents. So I'm going to teach soccer and American's World Class Study. Soccer is a very popular game with many of the kids and parents. So I'm going to teach soccer and American's World Class Study.

■ [Matthew] Selecting your team for a friendly or to go on tour in a college places that Judith Chalmers

New Project

Project Name: Project A

Start Date: 1/1/2001

Finish Date: 12/31/2001

Calendar: Standard

Task Name:

Task Type: Task

Duration: 1 day

Effort: 1 hour

Cost: 0.00

Resources:

Notes:

OK

- INTERNATIONAL
- BUDGET CHALLENGE
- DONOR-DRIVEN
- \$55.00
- 1/2 PLAYERS
- SPORTS SIMULATION

[illegible]

199

RICH PICKINGS



- The batting screen shows a player swinging the bat while the batsman wiggles to run. (Above)
- The first ball is bowled to England by a fast bowler, wiggling to increase speed. (Left)
- You can set batting positions for each bowler. (Bottom left)



■ Here, not bad. It's by no means brilliant, but it won't make you want to shove the disk up the programmer's arse, will it?

The animation is outstanding, and the graphics are better than a cucumber sandwich with the crusts cut off, but the amount of wiggling involved left me stumped for words. The way the batters throw the ball to the wicket when going for a run is a hilarious too — my language was cleaner than an MCD, but it's not a bad representation of the sport, but maybe only at the best game to be played.

Player	Runs	Wickets	Runs	Wickets	Runs	Wickets
England	100	10	100	10	100	10
West Indies	100	10	100	10	100	10
South Africa	100	10	100	10	100	10
India	100	10	100	10	100	10
Australia	100	10	100	10	100	10

■ Bowled out! The ball just clipped the off stump. (Above)

Audiogenic, £29.99

World class? Not! Anyone witnessing England's embarrassing performance in India will be shocked by that description. But if you think you could do better, this simulation offers you the chance to get balls only, and the new yearbook. Thinkably you don't have to play England — the major cricketing nations are available, along with a World XI, all featuring real players with authentic batting and bowling statistics. Teams can be edited or created and saved to disk.

GRAHAM GOOCH WORLD CLASS CRICKET

You select nine or ten players, computer sets level (Team Series), and the match begins: one-to-two innings of 20-30 overs, or unlimited for a test match. After selecting your team from the squad of 20 (you can auto-select the best 11), the control board and the action begins.

Hit for six

You put us at The Oval with England already all out for just 87 runs. The West Indies have just come in to bat and it's Devon Malcolm bowling to Desmond Haynes. See how he quickly places the control to aim his delivery while Haynes arrives on the creases, then wiggles the stick to set the pace. The batsman has only a split second to decide what stroke to play, by moving his joystick in any of the eight directions. And he looks the short delivery for four runs, as signalled by the umpire.

Several overs later... Well, the West Indies haven't been dominated, so again Graham Gooch has decided to try a bit of swing, bowling himself. He chooses an out-of-the-ordinary spin wagger to deliver the swing.

A deceptive delivery flies, but Richie Richardson drives it into the outfield, before vigorously waggling to run between the wickets. The England fielder automatically picks it up and throws it to his wicketkeeper.

After ten... Now Gooch, I believe you've received something stranger about the West Indian players today?

Yes, their all-weather flame pants suggest an Michael Jackson, by looks of it. True or what?

True, certainly, though, by the way, I see Pakistan, India and Sri Lanka play and they all looked as per—in fact, they were even wearing flame suits like England's national! Anyway back to the game, and England are going to try a touch of spin with Pte Taniel. He can

reverse the ball both ways, but as an all-rounder he's better doing it in that direction, setting the spin by more waggling. Now delivery Haynes tries to cut it... and he's caught automatically by an England wicketkeeper!

Would you for I, I've done?

Sticky wicket

It isn't just cricket, is it I thought?

It was meant to be a relaxing game, but bowling is very fiddly due to all that joystick waggling. After a few overs your arm's dropping off, so a test match requires an Arm-Stopper device.

Although you can set your fielders' positions, it's disconcerting that they're computer controlled. They often do stupid moves like dropping the ball or throwing it to the wrong wicket. And you, too, sometimes aren't without their problems, often falling foul of dubious fire decisions (though this can be turned off). The worst here is that habit of going for another run when you don't ball there to, often resulting in frustrating run-outs.

World Class Cricket is a reasonably physical simulation of the sport, but its computer nature and lack of control is disappointing—apart from the graphics, it's hardly any advance over Gooch's first 8-bit foray of eight years ago. At 30 quid it's an expensive way to while away a fairly summer's day.



TIP TIME! With test bowlers don't just go for the fastest bowler at the time... the pace isn't the only thing to consider.



■ The umpire signals 'four runs' when the ball goes over the boundary.



■ The umpire signals 'six runs' when the ball flies over the boundary without hitting the ground first.



- GRAHAM GOOCH WORLD CLASS CRICKET
- AUDIOGRAPHIC
- £29.99
- 1/2 PLAYERS
- SPORTS SIMULATION



■ Not bad, but not good enough to justify the high price tag

68%

RICH PICKINGS



LET'S GET (BEAU) JOLLY!

Being an escaping from dungeons, waging war against Barbarians and smashing each other around the head with mooker cues, the AMIGA FORCE team have taken the time to be particularly impressed by *The Greatest*. The best compilation we've seen for many a blue moon, it's also the subject matter of this mini-compilation. To win one of TEN copies of this altogether excellent effort from Beau Jolly, simply answer the following question:

If you were involved in a space mining, could aim for a maximum break and needed to lose a pointer, which compilation would you be playing?

Answers on the back of a postcard (or mailed airtel) to: IT'S JOLLY WELL OFFER? COMP AMIGA FORCE, Impact Magazine, Luton, Stainesville Strit, Uxbridge must reach us by 18 June by the latest.

■ Beau Jolly, £32.99

The greatest? It's a bold statement to make. Fortunately, it's not as embarrassingly inaccurate as it could be: this compilation is almost as good as its name suggests.

Johnny White's 'Whitewind' Snooker is both a technical marvel and a dream to play. Being able to view the table from almost every conceivable angle is great!

Likewise, the speed of your computer apparently makes for enjoyable, fluent gameplay. *Dune II* is round and things can really begin to take off — *Johnny White's* sports a great two-player option. As with other Arthur Moulton games, the presentation and speed are remarkable, though it is a shame that 1200 users won't be able to play it — darn and that those incompetently problems.

Tempting offer

Lure Of The Temptress is a graphic adventure very much in the vein of the *Johnny White's* and *Johnny Jones* games. Graphically it's top-notch, and the difficulty level is pitched just around the frustration mark — although regular saving of your position can help you avoid the annoying

scenario of having to restart the entire quest. There's a lot to do, and a great deal in the way of character interaction. In fact, the only real task I could find is that objects tend to be rather small and of little use, so you spend ages searching the screen with the pointer. I hate doing that.

Nevertheless, it's large, interesting and offers you a fair amount of freedom in your quest — unless the particularly insular *Dune* doesn't get me wrong, this conversation of

“The best compilation I've ever seen”

Frank Herbert's book and the subsequent David Lynch film isn't fine, clearly limited in its scope. Most impressive are the well-defined graphics, some of which have been redrawn from the film's images. It looks like a graphic adventure, but the gameplay owes more to strategy and war simulations than it does to exploration and character interaction (people give you information, but there's no conversation in such).

So there you have it, *Johnny White's* is an excellent game, undoubtedly the best of its type to date. *Lure Of The Temptress* is a well constructed adventure, and *Dune II* is an above-average collection of varied game-styles. This helps to make *The Greatest* the best compilation I've ever seen, and if you don't own any of the games included, you'll be a nuisance to miss it.



■ (above) Graphic adventure *Dune II* is not great but it isn't a load of balls — like the brilliant *Johnny White's Whitewind Snooker* (below).



Johnny White's is one of the best Amiga games of all time, a spectacular design stream of what the machine can do and a right good game to boot. *Lure Of The Temptress* is a polished, playable adventure, and *Dune II* is one of the most accessible strategy numbers in a long time. There's nothing here for hardened blasters and platform fiends, but they're spoiled for choice anyway. For gamers who like using their grey matter this compilation is indeed *The Greatest*. It's not cheap at thirty odd quid a three, but the games aren't exactly ancient — even at the price, it's a bargain.



■ Three high-quality games make up a great VFM collection

89%

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amiga FORCE

TIPS FOR ALL!

Welcome to the brightest, most colourful tips section in the galaxy. And it's as good as it looks, with massive maps, top-notch tips, and a whole section full of cheats. If you're still lost, here's where they all are...

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SUPERFROG

Keep leaping into trouble in Team 17's bounciest arcade adventure? There'll be no more croaking with these spawny maps!

POWER-UPS



INVISIBILITY: Jump into baddies without harm — but watch out for spikes!



DESTRUCTO-SPUD: This is a yeave which you can send out to bash enemies.



RESTART COIN: Collect this and on dying you restart from this point.



SPEED UP PILL: This puts extra zip into your legs for mighty leaps.



SLOW DOWN PILL: The opposite of the speedup is useful for tricky sections.



COIN: You must collect loads of these to open the end-of-level exit.



FROG WINGS: Flip 'em to fly across huge chasms and spikes.



EXTRA FROG: These scarce items are often hidden in secret rooms.



LUGGAGE: Grabbing this sack replenishes lost energy. Delay Thompson wears by the staff — or is it Guinness?



Run into the wall to reveal this secret passage leading to lots of treasure.

Jumping onto these water springs propels you upwards to reach all these goodies and coins.

WORLD THREE LEVEL ONE

PLAYING TIPS

To activate the sucking device, jump into the lever on the top platform. You can then jump into the entrance and be sucked up and round to the exit on the right.

Stop here and the floor gives way. You fall down and must go back through the sucker.

Hop through the exit to reach the next level.

Be careful, these platforms slide in and out of the wall — stand on one too long and you may fall into spikes or hidden holes. Be watch out, you're froggy!

PLAYING TIPS



Hit the lever to turn on the sucking machine which takes you all the way round.

Keep jumping on the springs to collect all those sunny cherries and coins.

COLLECTABLE ITEMS



JEWELLED CROWN
50,000 POINTS



CROWN
30,000 POINTS



DIAMOND
15,000 POINTS



EMERALD
10,000 POINTS



BLUESTONE
5,000 POINTS



TIGER'S EYE
3,000 POINTS



GEMSTONES
2,500 POINTS



CHERRY
50 POINTS



APPLE
50 POINTS



BANANA
50 POINTS

Run into the wall to reveal this secret passage which leads to loads of coins and power-ups.

Jump on the spring to get back up to the passage again.

Jump quickly from these teeter-tottering platforms or you'll be cooked!

These spiked balls move up and down — don't touch!

The clown's mouth is where you start.

The floor falls away here and you drop back down to the start again — hold!

PLAYING TIPS

WORLD THREE

LEVEL TWO

More spiky balls moving up and down — time your jumps carefully to pass them.

Collect enough coins to open the level exit.

Jump on the spring and collect the bananas as you jump up to the top.

Jump on the spring to leap high enough to reach the teeter-tottering platform — then here, jump left onto the ledge.

PLAYING TIPS

Having won last issue's Masterblaster phone-in tips vote, *Arabian Nights* gets the full AMIGA FORCE treatment with the first four levels solved...

LEVEL ONE

Open the chest for a key to the first three doors you encounter in the dungeons.



Find this row of three archways you can enter the leftmost for a secret route.



This arch leads to another of three elusive bonus screens.



All snakes marked like this can be crushed with the sword.



Occasionally you'll meet one of these monsters. Run towards him, then slide and if he before he can react, then run away and repeat until he's dead.



Lookpicks open all other doors on the level.



When in the maze area, use the icon to show the correct route.

Open the chest in the garden to find the maze icon.



Get snakes from snake charmer...



...and use it as a winding handle to lower the prisoner. The lookpicks open all other doors on the level. Smash the left-hand wall to gain access to a bonus room.



LEVEL TWO

PLAYING TIPS

Stand on the slope between the first two trees and jump left to enter a secret treasure room.

Return the speed to Gravy, take the carpet and jump onto the plant far right. When it's as high as it gets, jump up and then to the left through the trees.

On the moving platform go as far right as possible, then jump into the trees. Here you'll find some treasure and Food's speed. Be careful as there's harrats about.

Climb inside a tree trunk between the collapsing bridges to find hidden treasure. You can also drop down through the second bridge for some goodies.



Kill the harrats as quickly as possible, otherwise they follow you around and are a real pain in the neck (literally).

Talk to the tortoise...



...and his floating dog you a path through the rock.

Don't enter the third well as it propels you into a swarm of harrats. The well also contains a treasure room while the first takes you to Gravy's house.



Gravy gives you a thimble...



Hot-air balloons — can take a lot of hits but are easy to kill as they only shoot downwards.

Only a couple of hits to kill but fire rapid bullets.



Take the thimble to the crying bear and catch his butt. When hit, the thimble icon will change to indicate this.

Use the full thimble to water the third plant, causing it to grow, allowing access to the platform.



When entering this room, jump up into the well on the left for another secret room.

LEVEL THREE

Destroy by hitting the gun. Alternatively fly beneath it as it can't shoot down.



Fast, dangerous, and best avoided.



Easily avoided, just stay away from the bottom of the screen.



Easy to kill but be ready to take evasive action.



To defeat the guard dog, knock his head back towards him after he shakes 'em. Avoid falling rocks.



PLAYING TIPS

LEVEL THREE CONTINUED

Generally it's best to avoid rather than shoot — you'll need your lives for later levels. To complete the section, fly off right-hand edge when scrolling stops.



LEVEL FOUR

Jump into the wall here to find a hidden passage.



And another!



Both doors lead to the kitchen but the one on the right contains a bonus room as well.



These unpleasant little creatures are all over the place.

You can't kill 'em as yet, but they explode before passing. Look out they reappear when scrolled off screen.



Give the fishes to the cook (or eat) and he'll direct you to the salt.



The octopus is very easy to defeat. Wait for him to come toward you, then hit him. Don't move, but jump vertically when he blows a bubble.



The salt — hooray!

There's five doors in the kitchen, each leading to a room containing an octopus. Each has one of the five fishes which you require.

The last section of the level — hit these switches to open the salt door.



DESERT STRIKE

LAYING TIPS

Is the deranged desert-dwelling despot driving you to distraction? Does your chopper always seem to be firing blanks? Then use these excellent tips and take the filthy tyrant to the cleaners!

Engaging the enemy is a dangerous business, and if you're running low on weapons it can spell disaster. Often, though, you'll find yourself just too far away from a fresh supply to make disengagement a viable option... so just how many more shots can that critter take?

AAA

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
17
2
1



GUNBOAT

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
50
6
5



RAPIER

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
25
9
1

CHOPPER

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
65
8
8



AK47

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
4
1
1

VDA

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
34
4
1



APHID

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
8
5
5



M48

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
57
4
2

CROTALE

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
84
10
3



ZSU

Weapon
Chain Gun
Hydra
Hottie

Number of hits needed
50
6
2



MISSION ONE



SPEED WINCH

All four levels contain a very handy Speed Winch — they're harder to find than a copy of Subman Plushie's Salami Vendors in the Baghdad branch of Mervyn's, though, so we've marked their exact locations on the map for you. Once collected, the Speed Winch enables your chopper to pick up people and supplies at a fraction of the time.

ARMOUR CRATES

Regain lost armour points by resting on Armour Crates (shown — all 400 hit points will be restored instantly. Take care when picking them up, though, as most are located in places where buildings would make direct winning impossible. Destroy any obstructing structures before manoeuvring into position above the crate.



MISSION TWO



MISSION THREE

EXTRA LIVES

Really close to your last few armour points? Running out of explosives? Then make your way to the locations marked Extra Life to earn a carefully concealed Extra Life to yours for the winning! They look like Armour Crates only they flash.

COLLECTIBLES

ARMED
CRATESFUEL
DUMP

BTS TO ELTA

RADAR

AIRFIELD

JAIL
BREAKBIOLOGICAL
WEAPONSCHEMICAL
PLANTCOMMAND
POST

POW CAMP

POWER
STATION

MISSION FOUR

LEARNING'S LIFELINE™



This month we're pleased to help a "bashed" & battered & MOO in shorts (what's with all the shorts lately?), at least on one of the three levels he's stuck on — sorry &@, we simply haven't got the time to count solutions through the post, so please don't send us S&S&S! What we are able to do is help you in the Take Care, Sweetie! level from the Oh No! More Learning's disk. Finally, another request for everyone to send in their problems from Learning's &@, as we're dying to solve them! If you're stuck on any Learning's Oh No! More Learning's Learning's &@ level, write to Learning's Lifeline, AMIGA FORCE, Barrow-upon-Ure, Lutter, Stroudshire GY5 1JW. Don't forget to enclose your name and address, plus the name/code of the level.

TAKE CARE, SWEETIE! (Oh No! More Learning's Wild Tidy Games OLYNHOL)



On this level you have to rescue 100% — not surprising when you only have one Learning's! That's why the solution would be obvious, then, especially as you've only got one climber and four builders. So you build bridges over the two barriers and poles, then climb the big wall and... the little trigger goes over the wall, climbs up the next wall and falls to his death & a bit of lateral thinking (and many failed attempts) later, and the real solution turns out to take a completely different route...



1 Turn your first (and only) Learning into a builder as he leads from the entrance. He stops at the brick and turns round.



2 Build a bridge over the first gap.



3 Let him fall down the second gap — the way it's staggered means he won't fall too far.



4 He turns at the wall and walks right. When he gets there, start him building — in as far left as possible, but still be able to pass under the wall corner as he builds. As he turns at the wall, start him building again...



5 He should now be trapped, walking left/right along the bridge. As he walks LEFT, turn him into a climber. He climbs up the left wall, walks along the top and falls down to the wall.



SUCCESS



Send your Learning's &@ problems to now or we'll jump off the nearest cliff! Splat!



CHEAT CARDS



1. 3D POOL
2. BEAST BUSTERS
3. DRAAKHEN
4. LEANDER
5. JUDGE DREDD
6. HELTER SKELTER
7. MARBLE MADNESS
8. MANIC MINER
9. LEONARDO

1	2	3
4	5	6
7	8	9

DRAAKHEN

An ageing RPG... But can it still hold its own against today's releases? We have our doubts, but Intergame's are converting it to the ZXSP so they could have MSX in it.

Enter the character generation section and enter a character's name as 2145 BBT (withheld names will reappear like this) — 0 0 0. All character statistics will now be slightly higher.

BEAST BUSTERS

Hard-hitting Oz-Wool action. Not as good as its inspiration, but worth a blast if your mate's got it. When you pause the game, you can still move your controller and fire your gun. A bad programming error, but useful if you're in a fix.

3D POOL

Here's a new setting for the triphots:

- 10 — 0048 091 83 20
13 — 0006 043 36 10
19 — 0817 100 57 06

LEANDER

(Propaganda)

Er... wow! A really good performer. A little derivative perhaps, but no less playable for that. Anyway, you'll have plenty of room for your cut-throat chest in this outside disk box!

World 3 — ZXSP
World 4 — LEFT

JUDGE DREDD

(Playboy)

What a waste! A potentially ace licence like of Joe Dredd is wasted on a lousy game like this. It's crying shame...

On the computer screen, log on as DREDD and type BRUCKEN PLAYING HERO QUEST. You'll now press HELP to skip levels.

HELTER SKELTER

(Musicmagpie)

Wasn't that a song by The Beatles? Who cares? They were a very overrated band...

Level Codes:

- 11 — SPIN 11 — GOAL
14 — FLIP 11 — LEFT
12 — BALL 11 — THIN
71 — PLAY

MARBLE MADNESS

(Playboy)

The AI crew should be good at this — we're all marbles! After Level One, stay where you are and wait, and see what happens.

MANIC MINER

(Dedicated Projects)

There's nothing like an old 3D update, is there? The game includes two versions: the Spectrum original and the Amiga update. We didn't dare print a shot from the Spectrum version... Pause the game and press * for nine extra lives.

LEONARDO

(Musicmagpie)

It might be an oddie, but it's certainly a puzzle. Here's some level codes:

- 10 EMMETTER
20 ALPHORN
30 MATTERHORN

And for inty lives, try typing PRESSING

CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



10. MICKY MOUSE
11. NEBULUS 2
12. OUT RUN
13. PLATOON
14. PARADROID '90
15. PREDATOR 2
16. PRINCE OF PERSIA
17. ROBOCOP
18. SHADOW OF THE BEAST



OUT RUN

(MSX/Amiga/Atari)

Another cheat to go with the one we gave away in Issue Four. While playing, hold the keys (TABLE) ON. New game!

- B - Eternal Play
- C - Get into about the game
- F - Extra time seconds
- G - Save screen as a Degas picture
- S - Move through different scenes

PREDATOR 2

(Amiga/workal)

More 3D-shoot action, though this one's a devil to find since Miramax went down. And let's face it, the film was pretty lousy — an Amiga sequel without Amiga is 37 Yikes.

For holy power, pause the game and type YOUR ONE LUCKY MOMENT. It that fails, try replacing YOUR with YOURS.

SHADOW OF THE BEAST

(Playstation)

A shadowbox picture book from the publisher Liverpool. A great place to see what the design house did to its art, but time isn't 37 Yikes!

For holy three degrees both mouse buttons and joystick. As when you see the Shadow Of The Beast logo, holding button. Keep them held until you're told to insert disk 2.

NEBULUS 2

(Atari/Amiga)

For weapons, enter the following codes — BLUEHOUSE for the 'down' buttons and HOUSE BLUE'S for the 'up' screens.

Level Codes:

- L5 The Fun ICEHOUSE
- L6 The Alien LANDANDLOVE
- L13 The Winner GREENTEETHS

PARADROID '90

(Amiga/Amiga/Amiga)

Another 3-bit update, this Andrew Graybrook classic has definitely stood the test of time.

On the title screen press F3 for the cheat mode.

ROBOCOP

(Amiga/Amiga/Amiga)

Most versions of this aging sci-fi cop conversion were reasonably good, but only the Spectrum version excelled. Makes you think, don't it?

For holy power, pause the game and type BEST KEPT SECRET.

MICKY MOUSE

(Amiga/Amiga)

While playing, enter 01305688. The border around Micky. Hit the following keys:

- F2 — Open door to next subgame
- F3 — Start fight with witch
- F4 — Refill water pistol

PLATOON

(Amiga/Amiga)

The best casualty of war is Micky Mouse. The first casualty of war is the first casualty of war.

On the title screen enter 0000000000. Press F3 to take you to the village. Move to the left but, take the last room the second goal and go to the left. Shoot the guard and get the map. Then exit through the trapdoor in the far left to Level Two.

PRINCE OF PERSIA

(Amiga/Amiga/Amiga)

This one splits the AP office right down the middle — some of us love it, some of us hate it, but now everyone can cheat it... Hold Caps Lock and press L to skip levels.

CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!



CHEAT CARDS



CHEAT CARDS



19. SHADOW OF THE BEAST 2
20. SLY SPY
21. STREET FIGHTER
22. THE EMPIRE STRIKES BACK
23. THE UNTOUCHABLES
24. TEARAWAY THOMAS
25. TEBHAGE MUTANT HERO TURTLES
26. TERMINATOR 2
27. THUNDERBIRDS

19	20	21
22	23	24
25	26	27

STREET FIGHTER

(Neo Geo/Atari)

Ass-kicking, hard-hitting coin-op becomes a slow-moving, yawn-inducing computer game. Still, it shifted loads on the hype generated by its sequel.

To access the cheat mode, on the title screen type STREET CHEAT then press HELP.



SLY SPY

(PlayStation)

Cartoon capers, and not a bearded Australian in sight! Enter the inner code as 997. You can then type SHAKEN NOT STIRRED for infinite cred it.



SHADOW OF THE BEAST 2

(PlayStation)

Issue Three's cheat doesn't work on every version of the game. If you're having no joy with it, try this.

When the game starts, go right to the first main menu screen, hit A (ask), and type SUMMITIVE.



TEARAWAY THOMAS

(SNES)

Whichever, best-playable game that has Stage Drive drivers trying into their 130-a-thous Sonic carts they knished on their third attempt.

For infinite time, type THIEFLIES- LIKEERANAMA at any point during the game.



THE UNTOUCHABLES

(PlayStation/PlayStation 2)

A more accurate title conversion would've been called 'The Unavailable', but the conversion has little to do with the story.

To skip levels, type THEOUTWARD TORGADTTO while paused. Unpause the game and hit F10 to access the next stage.



THE EMPIRE STRIKES BACK

(PlayStation)

May the AMIGA FORCE be with you — please!

On the title screen, hold down HELP and type IFASGROTKKEY Pressing C, D or L brings CGPS, Death Vader or Luke. Keys 1-10 (not on the keypad) give speech synth.



THUNDERBIRDS

(PlayStation)

These are the times you need to take with you at the onset of each mission.

- | | |
|--------------------------|--------------------------------|
| 1. Action - Launch & Oil | — Mission 1/2/3/4/5/6/7/8/9/10 |
| 2. Gun - Gun & Tank | — Gun - Gun & Tank |
| 3. Gun - Gun & Tank | — Gun - Gun & Tank |
| 4. Gun - Gun & Tank | — Gun - Gun & Tank |
| 5. Gun - Gun & Tank | — Gun - Gun & Tank |
| 6. Gun - Gun & Tank | — Gun - Gun & Tank |
| 7. Gun - Gun & Tank | — Gun - Gun & Tank |
| 8. Gun - Gun & Tank | — Gun - Gun & Tank |
| 9. Gun - Gun & Tank | — Gun - Gun & Tank |
| 10. Gun - Gun & Tank | — Gun - Gun & Tank |



TERMINATOR 2

(PlayStation/PlayStation 2)

Garry about Issue Two's less-than-perfect cheat, folks. Here's the working version!

Pause the game, and press keys F1 to F10, one at a time, and only once each. Press F10 to unpause. (No now skips levels.)



TEBHAGE MUTANT HERO TURTLES

(PlayStation)

Downsized Master! Secret! Spinster here with a great place-plucking cheat for only money. Load up the game and when asked for a password type 8888 (first password) 1000 (second password)



CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



28. THUNDER JAWS

29. TROLLS

30. TURBO OUT RUN

31. UGH!

32. UGH!

33. UGH!

34. VIRUS

35. VIZ

36. XENON

28 29 30

31 32 33

34 35 36

TURBO OUT RUN

(Atari 2600/Intellivision)

After the countdown, type **WEARPEP** (E). You can now see the following cheats:

- B: Restart game, but with same score
- F: Refresh turbo boosts
- P: See end sequence
- R: Remove one credit
- N: Go to next stage
- T: Increase time by ten seconds

TROLLS

(Atari 2600/Intellivision)

Make Patsy eating entities from the Patsy team. Play over perfection to get your patsy's poundings! Start the game and walk to the code pop level's entrance. Enter the level and on the "Get Ready" screen push the joystick UP, press R and FIRE. You can now tell Eric to finish each level!

THUNDER JAWS

Cheat modes point and shoot modes go, but rarely do we see one so easy-peasy as this. During the game, press the left mouse button and lety these are yours.

UGH!

(Atari 2600/Intellivision)

Level codes (part 1)

- | | |
|----------------------|--------------|
| 01: 0000000000000000 | 02: 00000000 |
| 03: 00000000 | 04: 00000000 |
| 05: 00000000 | 06: 00000000 |
| 07: 00000000 | 08: 00000000 |
| 09: 00000000 | 10: 00000000 |
| 11: 00000000 | 12: 00000000 |
| 13: 00000000 | 14: 00000000 |
| 15: 00000000 | 16: 00000000 |
| 17: 00000000 | 18: 00000000 |
| 19: 00000000 | 20: 00000000 |

UGH!

(Atari 2600/Intellivision)

Level codes (part 2)

- | | |
|--------------|--------------|
| 21: 00000000 | 22: 00000000 |
| 23: 00000000 | 24: 00000000 |
| 25: 00000000 | 26: 00000000 |
| 27: 00000000 | 28: 00000000 |
| 29: 00000000 | 30: 00000000 |
| 31: 00000000 | 32: 00000000 |
| 33: 00000000 | 34: 00000000 |
| 35: 00000000 | 36: 00000000 |
| 37: 00000000 | 38: 00000000 |
| 39: 00000000 | 40: 00000000 |

UGH!

(Atari 2600/Intellivision)

All level codes (part 1)

- | | |
|--------------|--------------|
| 01: 00000000 | 02: 00000000 |
| 03: 00000000 | 04: 00000000 |
| 05: 00000000 | 06: 00000000 |
| 07: 00000000 | 08: 00000000 |
| 09: 00000000 | 10: 00000000 |
| 11: 00000000 | 12: 00000000 |
| 13: 00000000 | 14: 00000000 |
| 15: 00000000 | 16: 00000000 |
| 17: 00000000 | 18: 00000000 |
| 19: 00000000 | 20: 00000000 |

XENON

(Atari 2600/Intellivision)

Age leader from the 80sage — was the sequel any better? The jury is still out on that one. On Level Two, hit the first guardian and crash into the nearest wall. There should now be no barriers till the end of the level.

VIX

(Atari 2600/Intellivision)

Sorry about this one, folks — we don't use swear words in the mag but there's nothing we can do about this one. Use your imagination and substitute the correct letters for the asterisks. On the character selection screen type: **WHA? A LARGE SET OF B*F*LOCKE**, then use the keys 1-5 to access these levels.

VIRUS

(Atari 2600/Intellivision)

Hold down the Enter key on the pattern keypad (sorry, Atari owners: MFP to press the game, not just holding Enter) press 0. You can then use the following cheats:
0 — Increased speaker effects on
1 — Maximize fuel
2 — Extra life and max fuel
3 — Maximize moral mode
4 — Access alien mode

NEXT MONTH

FORTHCOMING ATTRACTIONS!



In the next subsidizing issue of **AMIGA FORCE**, we plan to review Queen's spine-chilling isometric arcade adventure *Universal Monsters*, Microprose's historic fight in *The Ancient Art Of War In The Sides*, plus Polygram's *Combat Air Patrol* and *Mind Over Muscles*. Of course, we can't accurately predict what titles will be 100% finished — and that's the only state in which we'll review them. A typical example is *Reservoir* which we planned to review this issue; sadly it still wasn't quite ready, so we're leaving it till next month — unlike other mags which have already reviewed an obviously unfinished version!

What we can promise is that the next **AMIGA FORCE** will be as hard-slurping as ever with the world's best cheats, tips and playing guides for the latest releases. If you're serious about gamesplaying, you just can't afford to miss it.



ALSO IN NEXT MONTH'S
AMIGA FORCE...

PUZZLING PURCHASES!

We relate colored blocks, flip disc and pin plays as we guide you through the maze of Amiga puzzle games, spanning the treats from the bricks.

BEATING BODY BLOWS

Over the last few weeks we've been punching and kicking each other black and blue to bring you the comprehensive guide to Team 17's meaty beat-'em up, *Body Blows*.



amiga SPECIAL FORCE RESERVE!

Dear Mr Newsletter!
HE Just dropping a quick line to say **AMIGA FORCE** is the magazine for me. After all, could any other magazine compare? I mean, look at those features, reviews, playing tips — what a Amiganagatactic affair it is! So...

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Beavermania



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